

THE MONTHLY'ISH MAGAZINE FOR NEW AGE GAME PLAYERS

ELECTRIC BRAIN

ISSUE 21

Recommended price £1

NEW HARDWARE:
NEC GOES WILD AND RELEASES
CORE GRAFX II
AND PLANS FOR
SYSTEM CARD V3.0
NEW CD-ROM
ENGINE+CD-ROM COMBINED
SEGA SHOWS OFF
MEGA-CD

REVIEWED:
SONIC THE HEDGEHOG
POMPING WORLD
SOCCER
RAY XANBER II
COBRA II - SPACE ADV.
ZERO WING
MUSTANG
BIMINI RUN
CASTELIAN
SNOW BROS. JR.
HATRIS
GADUBIN (IDEN)
RUBBLE SAVER
ZARLON MERCENARY
AND MORE...



BRAIN WAVE

Hiya Fans!

What? This issue late? No! I'm just releasing this issue in line with the weather... and the weather thinks it's still April. If this is summer, I can't for Autumn or even winter!

Anyway, yet again disaster - as I have to find another printer firm for this issue... as I type this in, I still haven't found one that can print this without leaving me short....

Anyway.... just come back from the 16-bit Show in London and I have to admit, why did I bother? As it was a rather naff show, with sod all new to show it was a 'show'. Console wise, the GameGear was the main machine there, and you could have picked one up for around £60 although you had to buy a game with it. Top game was Super R-Type for the S.F., but as you might expect, could I buy a copy.. NO! they sold out, and wouldn't sell the one they had on show. They were taking orders.... see next issue for a full review! Apart from that there were only lots of small companies trying to flog off cheap games, blank disks and labels, useless gadgets, magazines and food costing an arm and a leg. One game that really impressed me that was demo'ed was not on console or the Amiga, but on the PC.. although you needed some expensive hardware to get what it was displaying... and the

game? Origin's Wing Commander II which featured brilliant 256-colour animated graphics, superb speech, music and sound FX, and stunning action sequences.... it makes me want to sell up and get a PC.

If you read the news section, you'll note that NEC have decided to launch a number of new hardware units... this is real strange don't you think? Just when other companies are planning new machines, namely Atari with the Jaguar (a 64-bit console.. possibly Risc technology too), Philips with their CDI machine, etc.. NEC decides to launch the same machines but different. You would expect NEC to come up with a better machine to knock the socks off the competition, but no suck luck.... maybe in a couple of months?

However, this year looks likely to be the year of the CD-Rom what with Commodore with their CDTV (not worth getting if you currently own an amiga) and Sega and Nintendo planning to launch their versions for their 16-bit machines near the end of the year, and next. Will we ever see CD-Roms for the portable consoles I wonder?! "The CD-Boy... connect this to your gameboy and experience 540megabytes of mono graphics...."

I've been fairly busy this month, as me and my friends are writing a Sokoban clone for the Amiga - I'm doddling the graphics. Did I say 'Sokoban'.... errmm... it's totally different from Sokoban... yes... absolutely... the only resemblance is you push blocks onto spotted places in alimited time, so nothing like Sokoban at all... so Thinking Rabbit can't sue us - even if we are nicking a few stages from their game on the MD version. A BIG thanx must go to Megaware for lending me the game - Thank Colin!! Now you know, if you have an Amiga (or ST for that matter) and if it ever gets published - quick-

ly rush out and buy before stocks run out!!

Anyway, that's it I think... apart from... all contributions are very welcome.... please send all works to the usual address below.

Next issue I hope to make up a FREE tape stuck to the cover of the 'zine featuring some arcade music... mostly classics, and will be part of the competition... eg. You listen to the tape and determine what the name of the game the music comes from..... that's if I can get some cheap blank tapes!!

So, Until next time,
Onn

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- * **SUPER SPECIAL THANX TO YOU THE READERS!!**

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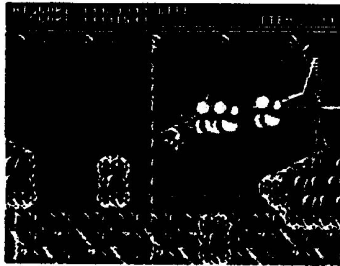
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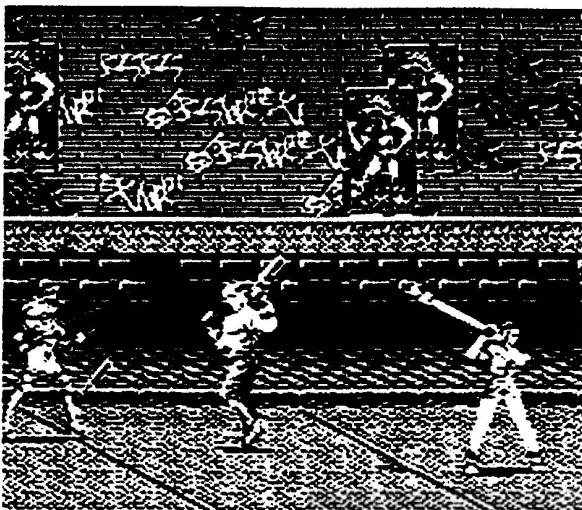
MEGADRIE NEWS

WITH Sega about to release a CD-Rom for the Megadrive - you'd expect them to release the first Cd product for the machine too eh? Well, the first CD product seems to be from Wolf Team, a massive arcade action adventure is a Rastan Saga style game. You play a



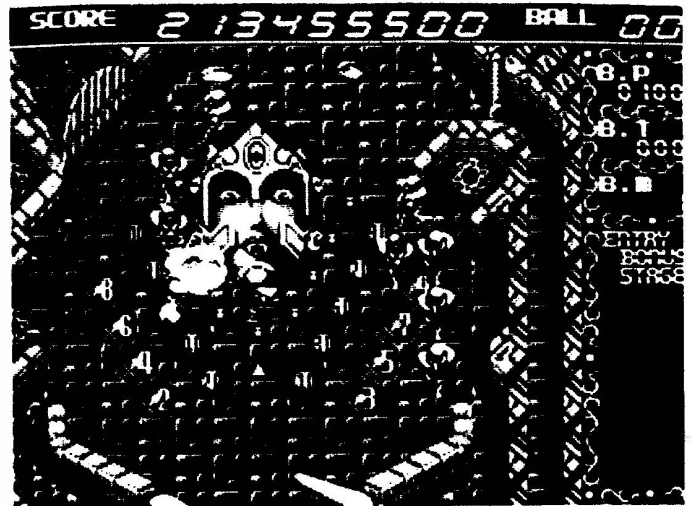
FIRST CD-ROM MD GAME FROM WOLF TEAM: HERE, OUR HERO IS ATTACKED BY A SKELETON!

bloke who carries a whip who can preform a number of moves.. run, jump, knee, and crawl, etc.. As this type of game goes, it looks quite good... what extra features it will stun us been on CD, we'll have to wait when it's released around November! They also have another CD-Rom game in the works, but it's a RPG and set for a December release. Wolf Team also have another arcade adventure in the works called El.Vienlo where you control a girl with magical powers called Annet in 1928 America as you battle it out against thugs, gangsters, motorbike maniacs, etc... Out on 8meg Cart. sometime September.



SEGA'S BARE KNUCKLE... JUST LIKE FINAL FIGHT!

Sega's conversion of Outrun should be out early August on 8meg Cart., and it doesn't look too bad... for one, the split in the road looks perfect, although the stone tower bridges you drive under looks like the same as the engine's.. I suppose you can't have everything! Sega also will be converting Capcom's commando-like game Mercs 2... (why '2'? No idea!) and set for end of August, and on 8meg. But where as the coin-op had a 3-player option, it seems Sega couldn't even handle two, as it looks like it single player only! With '2', it could be a better improved version however. Strangely enough, they are also to release Wonderboy V (whatever happened to 4?) or Wonderland III. This latest saga will be on 5meg cart with memory backup, and follows the same game style as with Wonderboy II (and Dragon Trap) in a side view arcade adventure but with improved graphics. Out soon see Sega's dual player beat'em up Bare Knuckle on 4meg. The game is very much like Capcom's Final Fight as you stroll down streets and take on thugs, punks, sexy women with whips, big fat bald men, etc.. As with FF, you can preform a host of moves including power drivers, Streetfighter 2 grab and throws, and even pick up



PINBALL MANIA IN DEVIL CRASH MD

your friend's player and launch her/him at the opponent!! You can also pick up weapons like iron bars, bottles, swords, etc... then there are the end of stage bosses to take out. This game looks ace... considering it's programmed by the same guy that did Super Shinobi, it should be great! Baseball fans don't have to wait long for a new baseball game for their machine as Sega are to release Super League '91 in August.

From Taito, there's Saint Sword which is available now. The game's a Rastan Saga style arcade action adventure. However, to make the game a little different, your warrior can turn himself into other creatures - necessary to negotiate the tricky terrain. He can change his body into a white horse, so he can run (gallop) faster and jump higher and further; spring up a pair of wings on his back so he can fly to inaccessible places; and gain a tail like a mermaid so he can swim underwater. Aswell as killing lots of wierd creatures, you must also search for useful items to help your quest like magic shield for protection or dragon Fang that destroys all creatures in view, plus ... the vital key to access the boss's lair. Check out next issue for full review! End of July sees another Taito arcade action adventure called Thunderfox on 8meg. The game's a little like Green Beret/Rolling Thunder as you move left to right attacked by soldiers armed with knives,

guns, etc. You can preform the usual martial arts on them or better still use a knife, rifle, flame thrower or the super deluxe death bazooka!

Devil Crash MD - the megadrive version of the ace PC Engine pinball game, converted by Technosoft looks exceptionally good, although like most MD games, Technosoft have decided to put a strip down the right hand side of the screen, so the table looks squashed - however, it should still play well, with special background game music. Should be out in early August!

More Street Fighting action comes from Treco with Street Smart. The game is more like Capcom's Street Fighter/II as you one on one against some of the meanest dudes around... out sometime July. Treco also have also a vertical shoot'em up called Task Force Harrier set for release in October. Personally, it don't look to hot from the pics., but you never know.

Galaxy Force II, Sega 3D planet soaring arcade simulator is currently been put together on 8meg cart. from CRI. and expected to appear mid September.

Other items in the works includes Super Fantasy Zone, Fantasia (sequel to Mickey Mouse), Golden Axe II, Rolling Thunder II, Onslaught, Turrigan, Quad Challenge, and others...



THUNDERFOX ARMED WITH A FLAME THROWER.

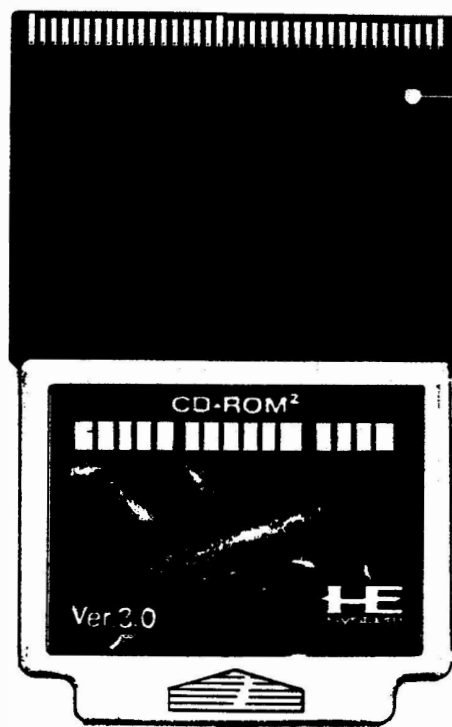
NEC GOES CRAZY

Since NEC first released the original PC Engine, they have gone on to produce a number of additional items and upgrades - the CD-Rom, the 5-player multi-tap, the Backup unit, the improved Super Grafx, the replacement Engine - Core Grafx, the reduced Engine - Shuttle... but now...

For some unknown reason NEC have launched recently a new PC Engine - the Core Grafx II at the end of June. The machine however is no different from the original Core Grafx... internally or externally apart from the slight paint work or 'II' under the main logo. The only difference is that the machine retails at about £20 cheaper than before. This of course could be that the 'II' features less components to manufacture so

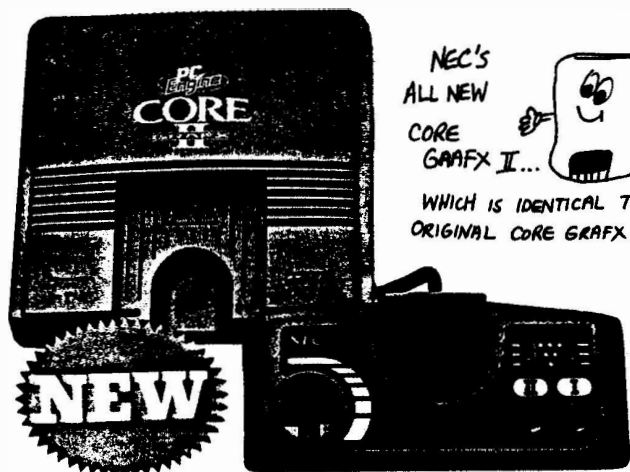
Rom unit, from the original version 1.0 (which most people still use), to V2.1 with the additional feature of CD-G compatibility so you can display graphics on the screen - assuming you can find any CD-G Cds, which are extremely rare in this country!

But their latest card V3.0 is a better upgrade as it contains extra memory (which is definitely needed!) by using the



EXTRA MEMORY ON CARD

NEC'S NEW
Ver. 3.0 SYSTEM
CARD FOR CD-ROM.
NOT ONLY AVAILABLE
FOR THE JAPANESE
BUT THE U.S.
MARKET TOO!



NEC'S
ALL NEW
CORE
GRAFX II...
WHICH IS IDENTICAL TO THE
ORIGINAL CORE GRAFX!



Games like Dragon's Lair could be produced as more animation frames and other data can be loaded in one go.

NEW CD-ROM

If you haven't got a CD-Rom for your Engine/S.G. then you should also wait for NEC's new unit - the Super Rom. This is a better unit than the original as it's a combined CD-Rom Unit and Interface in one - no need to buy two separate units - and it will work the the Super Grafx

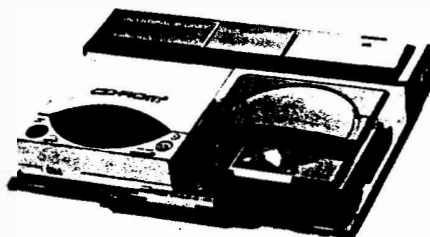
too, so no need for the ridiculous extra interface cable! Not only that, but the Super Rom will be a lot cheaper... NEC are trying to enlarge the user base of CD-Rom, as seen by the big support in CD-Rom games from their software side NEC Avenue. The Super Rom also features 2 megabit memory backup ram too. The Super Rom is a lot bulkier than the older unit, and fits at the back of the console, making the whole set up the same width as the engine but a lot higher. This move is very strange considering that of the US CD-Rom. As you might know, that version is similar to the original CD set-up, but had one advantage in that, the CD-Rom could be used as a portable CD player like a Disc Man... this new unit of course won't!

reducing in costs, very likely that NEC are trying to increase the user base by say 'Hey!, look... here's a newer and better PC Engine, and it cost less too!'. It could also mean there were a few bugs in the original Core. Whatever the case, it's certainly the best time to buy an Engine, but as it is no improvements over the original machine.

SYSTEM CARD V3.0

NEC have in the past released several CD-Rom System cards for their CD-

same process as Hudson's Populous card. The card contains 1.5 megabits (192k), which when added to the 0.5 megabits (64k) in the interface unit will boost the CD-Rom's ram to 2 megabits (256k). With this, games can be bigger and better without stops between to load extra data.



WITH A NEW LINE

Because the Super Rom[®] has it's own 2meg ram, there's no need for the new version 3.0 system card, so any version of the card will do.

It would have been nice if NEC launched a better unit featuring 'Data Interleaving' as with Nintendo's planned CD-Rom with 'XA'... or maybe CDi... that would be something!! But I suppose we can't have everything

As yet, there is no release dates of

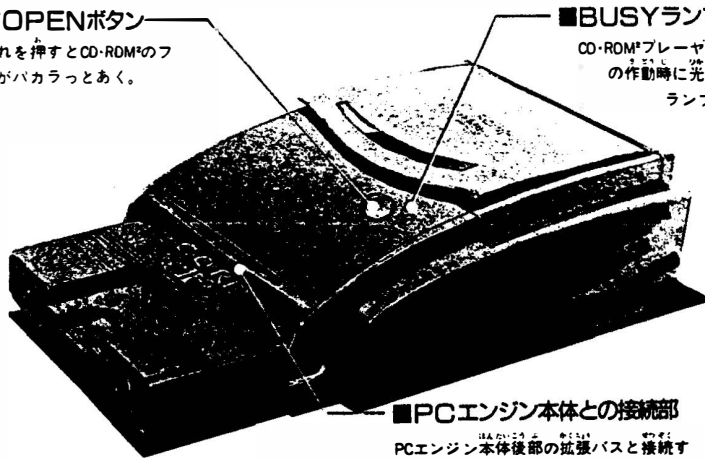
either the new system card V3.0 or the Super Rom[®], but hopefully before the end of the year is up, and when software companies take advantage of the extra memory to program games to use it. I suppose Telenet Japan will be the first. Three games that's expected to use the extra memory includes Prince of Persia, Mura's Mission part 2, and F-1 Formula Racer.

■OPENボタン

これを押すとCD-ROM[®]のフタがバカラッとあく。

■BUSYランプ

CD-ROM[®]プレーヤーの作動時に光るランプ。



■PCエンジン本体との接続部

PCエンジン本体後部の拡張バスと接続するためのコネクタがある。

THE ALL NEW NEC CD-ROM - THE SUPER ROM[®] WITH 2MEG RAM

■端子類

アダプター端子とAV出力端子がある。AV出力にはDINプラグコードを使用する。

■電源

いわゆるスイッチ。従来の機種とデザインは変わらない

■OPENボタン

CD-ROM[®]の出し入れをするときに使うボタン。

Engine, you can also use the monitor to watch what's happening in the world... if you happen to be in japan of course!

With such a line up, NEC must have been very busy.. but the question is, when are they going to release a proper NEW console... the PC Engine's now getting on in it's years!

■Huカードスロットー

Huカードをさしこむところ フタを閉じればデザインすっきり。

■パッド端子

パッドやコントローラーを差し込むところ。いつものアレだ。

■LOCKボタン

持ち運んでいるときなどにHuカードスロットのフタが開かないようにロックする。



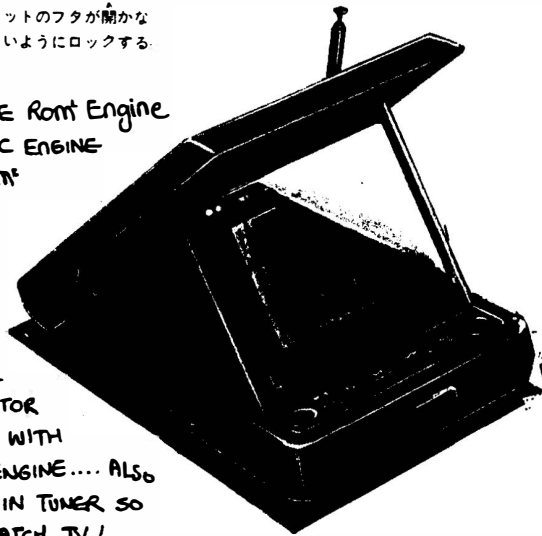
The New Portable Nec are to release a portable PC Engine too called the Rom[®] Engine. This is not a portable like the GT, but more like a Lap Top is a portable to a Desk Top PC, as the Rom[®] Engine is the size of the standard PC Engine, interface, CD-Rom combination case and used in conjunction with NEC mini colour monitor. The Rom[®] Engine will be a lot cheaper than buying the whole set up separately too. As it's portable, it will have internal

rechargeable batteries which will last for around 2 hours play... not very long really, but it is driving the console, CD drive and monitor, so not too bad. Alternatively, you can connect to a normal adaptor to the mains for home use, or of course a proper TV or monitor.

The mini monitor will be better quality than on the GT and is said to give a better picture, although it's said to be quite fragile. Like the GT and Gamegear, a TV tuner is available so without the Rom

ABOVE: THE Rom[®] Engine COMBINED PC ENGINE AND CD-ROM[®] TOGETHER.

RIGHT: NEC MINI MONITOR TO BE USED WITH THE Rom[®] ENGINE.... ALSO HAS BUILT IN TUNER SO YOU CAN WATCH TV!



CD-ROM PLANNED FOR THE BIG MACHINES BUT WHICH ONE WILL WIN? NINTENDO & SEGA DRIVE

The PC Engine first showed the world that not only expensive machines can have a CD-Rom drive, and since then, CD-Rom seem to be the 'in' thing - If you want to succeed in the console world now, the next step has to be a CD-Rom.... and that's exactly what Nintendo and Sega have in mind.

The first CD-Rom will be from Sega with their Mega-CD. The unit was unveiled at the recent Tokyo Toy Fair in Japan, and is expected to be available close to the end of the year... possibly around October, considering that Wolf Team have planned to complete their CD-Rom title by then. The CD-Rom is expected to sell for around 49,000 yen (around £199) which is quite a reasonable price considering the PC Engine's CD-Rom Unit and interface cost around £100 each. An US release is expected to arrive early 1992, so you can expect Virgin/Mastertronic to get in on the act around that time too unless they are content in losing money from imported CD-Rom drives from across the oceans.

On the software side, it's said that around 25 software companies are currently developing titles for the Mega-CD.... hopefully when it's launched, it will have more titles than when the Engine's came out.

Sega have assured the CD-Rom can output non-stop animation for long periods (how 'long' is unknown), in that, tackling an impressive complex game like Dragon's Lair as "No Problem".

Sega also plans to produce similar titles to 'Ultra Box' as on the PC Engine - a magazine on CD packed with news, demos,

stories, pictures and stills, etc... and the cost is said to be very low at around 1980 yen!!

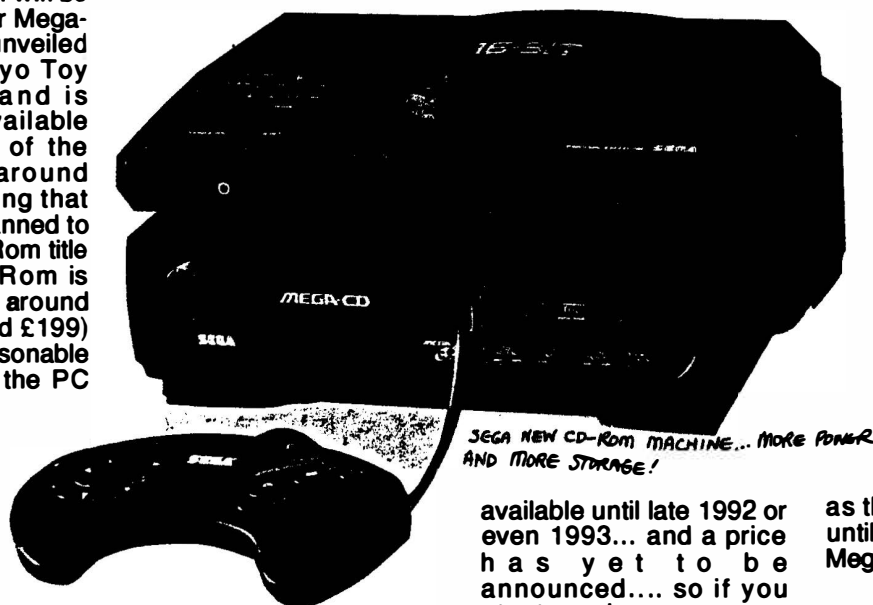
Other games on the cards includes Sega collections. They plan to bundle Phantasy Star I, II, & III on one CD, including animation scenes and speech to connect the

that little better than the rest as they are to develop a low cost CD-Rom/XA Compact Disc player... in that games developed for the machine will work on CD-I players, like Philips' own machine. Unfortunately, because of this late agreement, it's unlikely that the CD add on will be

Currently, looking at the PC Engine CD-Rom software, there haven't been anything apart from Icom's Sherlock Holmes that really take advantage of the unit in that it's totally different from a normal console game. Most have just used the CD medium for mass storage or for additional 'inbetween' scenes of sound and graphic animation as in most of Telenet games with the Valis Saga, Red Alert, etc.. all of which could have been on Card if you left out the BGM and between sequences.

It's when full or even partial, motion video is used that the CD-Rom excels itself... hopefully both Sega's and Nintendo's offerings can provide this adequately without long delays.... the Nintendo unit with it's XA seems to be the better of the two, but as the machine won't appear until a year after Sega's, the Megadrive has an edge.

Another company to get a hold on the CD-Rom market is Commodore, with their CDTV machine. As you are aware the machine is shaped like a video recorder and is basically a 1meg Amiga with a CD-Rom drive... or vice versa. As it is, I have to say, it's currently not worth buying the machine at the moment as none of the software titles for the machine make full use of the CD-Rom. Currently, all the games for it are slight improvement on the original Amiga games. Defender of the Crown loads incredibly slow and accompanied by awful Australian accent speech of the storyline etc. The graphics in Sim City look worst than the original too.



three games together. Other games that should be available includes conversions of CD-Rom titles from FM-Towns machine, which includes several arcade games and adventures, Bigger war games and RPGs, and it's very likely that SIM EARTH will be converted onto CD format, plus RAD MOBILE too!!

Nintendo on the other hand have been in a bit of a bover, first going in with Sony to produce a Cd-Rom, which seemed the idea company considering the custom sound chips inside the Super Famicom, but at the last minute have decided to go with Philips. However, the Philips partnership will make Nintendo's CD-Rom just

available until late 1992 or even 1993... and a price has yet to be announced.... so if you start saving now, you should have enough money to buy one I say! The Breakup of Sony and Nintendo was because Sony's plans to sell a system called the Play Station, which is a machine that could use Super Famicom cartridges and CD games. Releasing such a system, as you can guess, would mean the loss of sales of the original Super Famicom, although Nintendo have confirmed they will not be supporting the Sony machine, although it won't be compatible with CD-Rom/XA discs. With this break up, we might even see a new console from Sony?

CD-ROM/XA is a little better than normal CD-Rom as it features 'data interleaving' - a process where different data can be miggled, so it's possible to access sound and graphics or data simultaneously.

SUMMER U.S.C.E.S.

At the Summer CES in Chicago, held between 1st - 6th June, the main attraction in terms of consoles was Nintendo's 16-bit machines, the Super NES (the US version of the Super Famicom). As you might expect, the machine looks different from the Japanese machine like the 8-bit machine does, with the cartridges looking more rectangular in shape... so it looks like they won't fit the SF cartridge port.

On show were a number of games for the system, including Super R-Type. It should be officially released in September, although likely to cost more than the japs pay for it! More on Nintendo was the introduction of the four player adaptor for the Gameboy.

With the Super NES about to spring onto the US market, NEC US have decided to drop the price of their TurboGrafx 16 console to \$99.99 including Free Bonk! (!!). On the software side, on show was A.Panza Kick-boxing, Bonk's Revenge (PC Kid 2), Davis Cup Tennis (Tennis Cup), a boxing game called Champion's Forever, plus others. Bomber Man was also present, with NEC running a contest at the show.

High light of the show for the Megadrive was the showing of Sonic the Hedge Hog, plus the follow-up to Mickey

Mouse - House of Illusion with Fantasia.

Other new machines to spring up to be released officially was SNK's Neo Geo and Commodore's CDTV machine.

Other new devices includes the chair with a joystick attached to the right arm rest. By swaying your body left, right, forwards and back, you imitate the directional commands, while the

fire button on the stick emulate normal fire button controls. There was also lots of new infra-red joypads and sticks for various con-

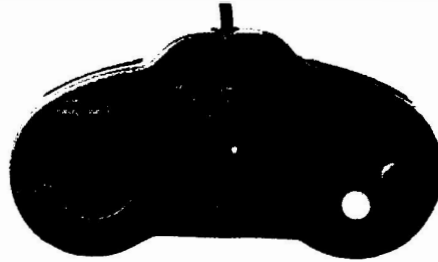
trols... including the Super Famicom (NES) !!!.

NEC also displayed 'NID' - New Interactive Display.... running on the PC Engine + CD-Rom... although hooked to other BIG hardware. NID is a system of compressing 100 times of information onto a CD than possibly before. This should open up bigger things... especially to full motion video in games. If NEC can produce this for the Engine with little additional hardware (instead of the giant hardware on show), it could rival other machines like CDI. We hope and wait with baited breath.

SUPER FAMICOM

Two new joypads for the Super Famicom will be available in August.... one from Ascii and the other from Hudson, Ascii's is much more advanced as it has Turbo and auto-fire switches for all six fire but-

ter graphics... and it's bang right up to date, as it features players called - Lendou, Obekka, Mackun, Edobou, Selese, Gurafe... and even Wagasi, and Capria... with cartoony faces of the players!! You can play on Hard, Lawn or Clay courts, and Singles or Doubles matches. Out on 4meg cart... looks great!! Oh yeah... the players also makes remarks... when you



ASCII PAD

tons, plus a slow-mo switch (toggles the Start button like on the Engine). The price for Ascii's will be 2980 yen. Hudson's is



HUDSON'S PAD

similar, but only Turbo-fire switches for the standard four fire buttons. No price have been fixed for the latter. All you waiting for a proper joystick won't have to wait long either, as one is soon to be released looking very much like the analogue ones for the Engine and Megadrive.

Software wise, top software house Konami's next game will be the ever popular Castlevania, to be released on 8meg cart. planned for October. The game won't be a conversion of the coin-op (thank god - as I thought that version was well crap!) but a new one... the few screenshots available shows it's very much like the action part in Actraiser.

As Wimbledon disappears off our screens, how about Tennis on the SF? Well, you can in August, as Tonkin House are to release Super Tennis. The game looks very much like Namco's brill Tennis game on t

win... you get 'Yeah!' and lose - 'SHIT' (!!).

With Raiden just out for the Megadrive... the vertical shoot'em up will be converted for the SF on 8meg cart for sometime August. What can I say about it - it's an ace coin-op - and graphically it looks very good.

Joe&Mac (or Ninja Cavemen) released in the arcades in February, will appear for



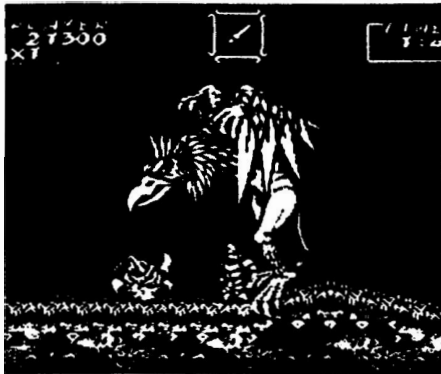
JOE & MAC

the SF around September, and looks amazingly close to the coin-op. The two player option will definitely be included into the game. Brill!

From Jaleco, who haven't made a great impact on the SF yet with Big Run and

SF yet with Big Run and Super Baseball, should make a bigger impact with their game E.D.F., a fabulous looking horizontal shoot'em up set for September.

From the brits, namely Psygnosis, the absolutelu brilliant Lemmings is cur-



SF: CHOIMAKAIMURA - STAGE 1 BOSS

rently been converted to the SF, and to be released in Japan by Sunsoft.

Currently, the game looks identical to the Amiga version, although the icon selectors have been improved. Unfortunately, no release dates have been given.

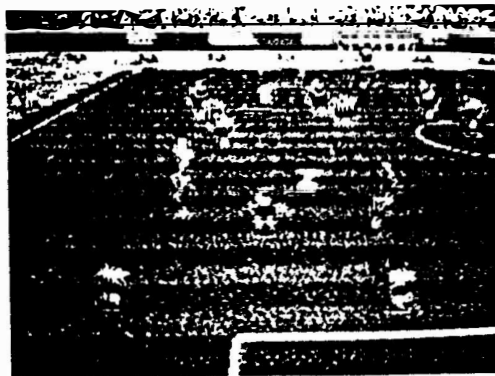
The best RPG ever produced has got to be Dungeon Master from FTL, and the SF version will be out sometime September, on a whopping 8meg cart + 256 SRAM. The game will be a whole lot better than previous releases because

Ghosts, or Chohmakaimura, which looks totally awesome - better than the sequel coin-op game. Infact, the first level is quite similar in style to G'n'G as you battle it out in the forest, drop down the cliff... but now face a giant Vulture that lays (or croaks) baby birds.

Second stage is on the ghost infested pirate ship with a deadly octopus-monster at the end... but you'll have to get on a raft to reach him! I can't wait!! Expected out from August. Capcom, as well as UN Squadron, soon to be released, will next do a RPG called Breath of Fire... I

hope it's playable!!! No released dates for this.

Soccer fans are in for a treat, what with Imagineer soon to release Pro Soccer (Kick Off 2), but Human is to release another footie game set for a December release. However, unlike Pro Soccer, the game is played in 3D.. well, sort off... it's viewed more like 45 degrees from the ground, and like Human's Engine soccer game, looks like it plays the same too as it features the same pointers. Should



HUMAN'S
SOCCER GAME
FOR THE SF.



it will use all of the screen, so you get a bigger 3D action window. Should be great... but alas the Japanese!!!

The game to look out however if you own a SF is Capcom's Super Ghouls 'n'

be good! Human are also programming a wrestling game for the SF, and it looks again, very much like their Engine game (Fire Pro), viewed in the same manner and same type of graphics. No planned

release date for this.

Also set for December, from a company called Atena, will be a vertical shoot'em up called Strike Gunner (S.T.G.) - a conversion of their own coin-op which was only released this year. The game looks brilliant with two player action up against some huge ships, and awesome weaponry as usual - laser cannon, sonic wave, mega beam, comrad fighter, homing missiles....

If you liked Nectaris on the PC Engine - the strategy war game, then you should check out Hudson's East Light, a similar

in style war game but out in space itself, and featuring strange space crafts, and weaponry. As the main screen only feature 6 commands, it should hopefully be as easy to play as Nectaris. This 8meg game should be available around September. Apart from the above, there are also a number of RPG, sport and war games in the works. It looks like the SF is beginning to take off to command!!

And from US firm LJN, they are to convert Smash TV, WWF Wrestlemania Challenge and the Simpsons. Things are looking really great for the SF.. Super NES.

PORTABLE MACHINES

GameGear

You can't own a Sega without Outrun, and it's should be available early August. As it goes, it's very much like the Master System version... what can you expect?

Taito's vertical shoot'em up Halley Wars should now be available, and looks fairly good. Not content with GG Shinobi? Well, how about Rastan Saga? Well, the muscle bound barbarian should be out mid. July.. graphics are rather small, but it should hopefully play well.

But biggest news is that, US Gold is planning to convert Kick Off the wicked footie game to the GGear, although it's unlikely to appear until next year. However... the programming team that's suppose to be doing the project - will be Tiertex - one of the worst teams in my opinion!! Other games planned by them includes conversion of World Class Leaderboard, and Indiana Jones and the Last Crusade.

Lynx

The list of games soon to be converted to the power portable includes: Xybots, Blockout, Hard Drivin', World Class Soccer, Ishido,

NFL Football, Gridrunner, Rolling Thunder, Toki, Golf Challenge, Bill & Ted's Excellent Adv., STUN Runner, Basketbrawl, Viking Child, Junkyard Dog, Hockey, Cabal, Gridrunner, Checkered Flag, Lynx Casino, Cyberball, and Dirty Larry. Hopefully, these games will come out before the end of the year is up!

Gameboy

Hottest game to be released for the GB has got to be Konami's sequel - Castlevania II, with the same type of game but more difficult tasks to perform.. and a whole lot bigger game too. Looks real cool! Out mid July.

The other big game has to be Capcom's arcade adventure Rockman World, coming end of July, and again this one looks Mega too.... I can't wait! They are converting Who Framed Roger Rabbit too.

From Taito in August, will be Elevator Action, the wacko platform game as you go around avoiding or shooting the gangsters, robots, dogs, etc...

From US Acclaim, there will be Simpson's in Escape From Camp Deadly, and The Punisher (op-wolf style game).

Tecmo are converting Ninja Gaiden for the GB too, and Super Bowl.

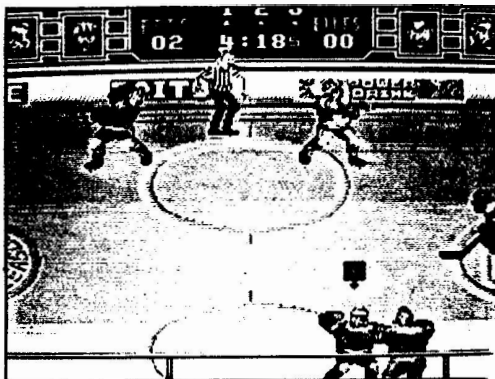
PC ENGINE NEWS

WITH the 2meg System card for the normal CD-Rom, and Super Rom coming out.. a number of companies are producing games already to use the feature. Hudson Soft has a whole line up. These include Far East of Eden II - the RGP sequel; A vertical shoot'em up from the programmer of Super Star Soldier with cartoon graphics featuring Bomber Man ship, Parocean ship and PC Engine ship; An advanced version of Populous featuring more new worlds and different graphics including Bomber Man world, Cubics, etc.; Seibu's vertical shoot'em up Raiden Tai, another shoot'em up but horizontal, a wicked looking Adventure game, and a RPG. Then there's Prince of Persia, that wicked action platform game which looks ace (better graphics than the Amiga version as it's converted from the Japanese PC version). From Riverhill Soft there's Burai II... another RPG, the first one is not even out yet, but that should be available early August with some fabulous graphics. From Naxat Soft, there to be a conversion of Technos' Double Dragon II which looks real ace! (Time to get a CD-Rom guyzz!!)

Latest license from NEC Avenue is Taito's coin-op shoot'em Up Darius II. Yep! after the original successful conversion, Avenue is to convert the sequel and again will be released on CD-Rom first... that is, if it does get onto HuCard. Judging by the brilliant conversion of the original, the sequel should be worth waiting for, and better

than the megadrive version which is not quite 100% accurate with missing bosses, and extra items like the smart bomb thing. As yet, there are no screen shots of the engine version, or release dates, but as you all know, Avenue are not the fastest programming team around! NEC Avenue's crossbreed of Space Harrier and Fantasy Zone, where you play Opa Opa (the craft from FZ) in a 3D shoot'em up like SP but feature FZ characters and scenery. As with FZ, there's also the shop where you can buy all those lovely weapons. The game will be out on CD, so the music should be good! No release date.

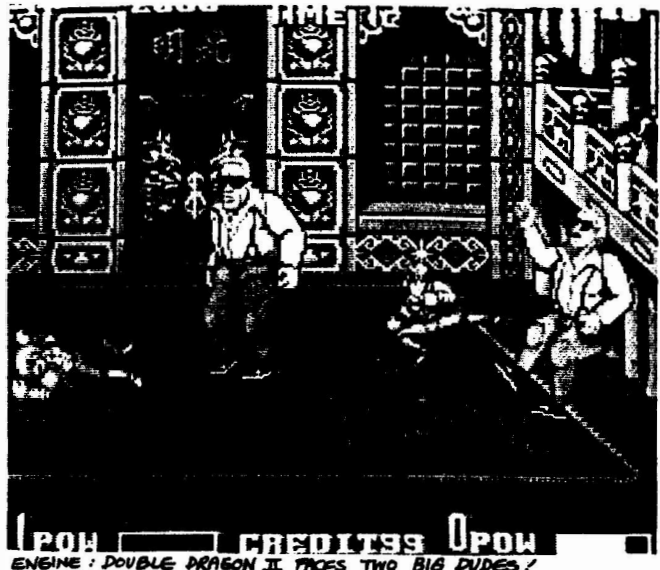
Another great looking conversion is 1941 - Counter Attack from Hudson Soft on 8meg HuCard for the Super Grafx. The graphics are really



TAITO'S HIT THE ICE... NOTICE THE PUNCH UP!

superb, (and a whole lot better than Naxat's 1943) which are extremely well defined and shaded... veru close to the coin-op. The game features two player simultaneous action too.. if you got a SG, then this one's the one to get. Out end of August. After Power League 3, you'd expect Power League 4 won't you? And you'd be right...

Hudson's latest baseball game hits the engine on 4meg card early August. Late September sees another sequel -



ENGINE: DOUBLE DRAGON II FACES TWO BIG DUDES!

Neutopia II, an action role play game, and will be on a whopping 6meg card.

Nichibutsu's F1 Circus '91 should be out as you read this on 4meg HuCard. The game will basically be the same as the original but feature a

training section, more realistic and accurate tracks, and some others. A CD version is also planned.. and likely to use the 2 meg system card. With Hudson's soccer game already out, Naxat Soft

has licensed Technos Soft's football game - the one that has appeared on the NES... the one with similar graphics

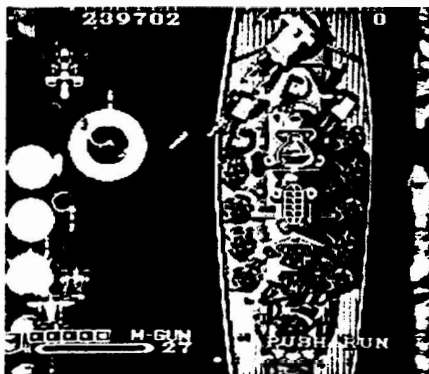
to Dodge Ball. As yet, no release dates or even if the game will appear on format... likely to be on CD though.

NCS (Masaya) are currently converting the megadrive game Monster Hunt to the PC Engine, although it's likely to become an adventure game instead on CD-Rom, like Cobra. They are also programming a RPG based on fantasy comic called Wares Blade.

Namco will be releasing a horse racing game end of September. The game's not one of those betting ones, but you actually take control of the horse and riders as you go round the course jumping the obstacles and collecting or avoiding icons which help or hinder you. Each race has six competitors, and up to four human players can participate - so more multi-player interaction! Looks great!

Taito are planning to convert 3 of their coin-op games for the engine all on HuCard. The

first will be Hit The Ice, an ice hockey game with real ace graphics. A nice touch to the game is that, you get to beat your opponents up!!! Out in late September. The other two are cute arcade



SG 1941... HUDSON'S LATEST S.G. SHOOT'EM UP.



VALIS IV.... THE NEW ROBOT CHARACTER FACES MR. HANDY BALDY!

actions ones... one has real cute graphics and very much like Parsol Stars... another sequel? More on these in future issues.

From Innovations in Recreational Electronic Media (IREM to you and me) comes Team Irem, a dual player motorbike racing game in the same line as Namco's Final Lap Twin as the game is split screen. The game should be available in July sometime on 4meg card.



IREM'S TEAM IREM MOTORBIKE RACING!

Lastly, if you liked Human's Fire Pro Wrestling, then the sequel will be out around August called Fire Pro Wrestling 2nd Bout, on 4meg. The game looks and I suppose, plays the same but have four modes.. Excite Series, World Championship Series, Super Tournament, and Elimination Match. The characters are more in line with Japanese professional wrestling as most of them are Japanese, although one looks like Hulk Hogan, another like the Ultimate Warrior, and another, a green devil like creature!!!

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COMPO. RESULTS

Yes, the thing you've been waiting for, the compo. results of the one we did in issue 19... so if you didn't enter, HA! you didn't win! Anyway, the winner of the game of that person's choice is:

Derek Garforth of Norfolk

You lucky sod will be getting your winning game out of my own pocket (who says I'm mean!?).

The answers if you didn't get them were:

1. Mario.. the ruddy italian
2. Mickey Mouse.. apart from Fantasia can't act
3. PC Kid or Bonk!.. Capt. Caveman eat your heart out
4. R-9... just like the space shuttle
5. Shinobi (Joe Mushashi)... never talk about a Ninja..
6. Bub & Bobb... ruddy cute fellows..yuk!
7. Pacman... greedy fat sod
8. Sonic... what a crap game eh? Worst than Breakout

HATRIS

PC Engine by Microcabin - Supplied by Console Con.

Ever since Tetris, there have been many spin offs of the game, some good, but quite a few not too hot. However, Hatris is not a bad game - although it's just too easy.

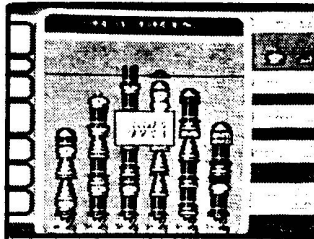
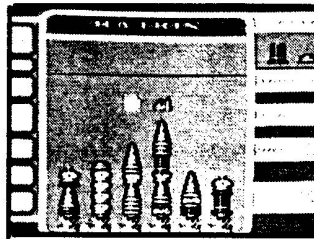
The game is similar to tetris in that, objects fall into a column which you can move before placing them at the bottom, and game ends when the objects reach the top of the screen. However, in this case, Hatris has 6 heads at the bottom of the screen, and pairs of hats fall down the screen. On level 1, there are only three types of hats. Before the hats hit the heads, you can move the pair left and right, swap the two around and pull them down. The objective is to stack 5 hats of the same style on top of each other, where they will disappear. Like Faces and Spinpair, once one of the pair of hats hits the stack, it will break off, so you

can move the other hat (if you have room!).

After a certain number of hats have fallen, you will be able to sell certain types of hats (eg. get rid of one type of hat on the screen) thus helping you. Unfortunately, once you've got rid of that particular type, you can't get rid of it the next time. As you progress, an extra hat will be added to the game making it a tad more difficult, until you get 6 hats! However, during the game, flames or ice sometimes replaces a hat. A flame will remove a hat (or hats of the same type) when it reaches a stack, and the ice removes a complete stack of hats whatever the type, although neither will work on the crowns, the last hats that appear. And that's basically it!

Graphics are nice, but not the best... and there are no especially brilliant features of

the game... no extremely detail graphics, no multi-parallax scrolling, no animation, etc. Soundwise, there are some nice tunes, but again on



the very average side, with not much spot effects.

As a puzzle game goes, it's quite playable and when there are more than 4 types of

hats, it's mind boggling, and get's you in a real panic especially when a stack of hats nears the top. The game features 9 levels, with 6 shop difficulties. The latter is like Game-boy Tetris 'B' game, where a load of hats appear at the bottom of the screen when you start. Unfortunately, it's not a real taxing game... it relies very much on luck, more than on skill and quick thinking. It's like playing tetris and waiting for 2 long ones to arrive in a row... which rarely happens! The game doesn't speed up either... so it's quite easy to complete. Infact, on my first real go, I completed the hardest difficulty level... once that's done... I never played it again.

Overall, it's certainly not as good as Tetris, columns, spinpair or Quarth... worth a go, but not worth the price.

Graphics - 65%
Sound - 60%
Playability - 70%
Lastability - 50%
Overall - 65%

Onn

SNOW BROS JR.

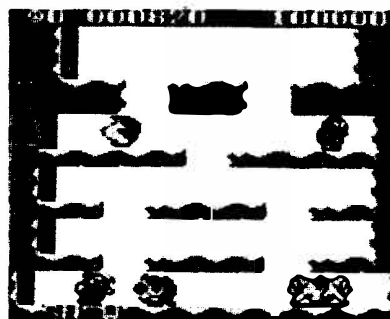
Gameboy by Naxat - Supplied by Console Concepts.

Unlike Jonathan Woss, I'm not a great fan of the coin-op, and it's certainly one of Toaplan's lesser games. Basically, the game's a wipp-off of Taito's Bubble Bobble, but in this case, you control Nick Jr. (a snowman) who must widdle all the nasties on each of the platforms levels. To do this, Jr. can chuck snow at the nasties, which stops them in their tracks. By continuing chucking snow at the beasties, you can fully cover them in to a giant snow ball, where you can push it around, or launch it - sending it wolling until it crashes into a wall, killing the buggers that's in it. Should the wolling snowball hit any other nasties, they are history too!

The baddies come in several guises - including baboons that wonder up and down and along the platforms, dragons that breath fire which can melt you, birds that swirl and turn into tornadoes and home in on you, etc... As well as chucking snow, Jr. can

jump to avoid the critters, this Jr. does by an impressive somersault.

Just little Bubble Bobble, killing the little blighters sometimes leave items behind. Most of the time items left only give extra points when collected, but at times potions are left which can help if collected. These include the ability to throw snow further, give bigger snow, speed you up and turn



SNOW

SNOW BROS JR. : JR. CHUCKS SNOW AT A NASTY... BUT WATCH THE OTHER MONKEYS.

you into a giant floating blimp!

After completing several stages, you get to face the boss. Killing it is quite easy to do. The first big creature will move around, and chuck eggs at you that hatch into creatures. You have to 'snow' them, and chuck the snow-balled creature at the boss - several hits and it's a gonna. Killing the boss, and you enter a bonus where you can earn an extra life or potion by guessing the correct route when you launch a snowball. Letter icons can also be picked up, and if you can get all to spell 'SNOW' then you gain an extra life.

Later levels become more tricky with more difficult layouts of platforms including slopping slides, and high platforms you can't weach, and more and meaner nasties.

Graphics are very good - not highly detailed or anything spectacular though. Sound it a par with several jolly tunes and appropriate sound FX.

9
continue?

CREDIT 10
PUSH START

As I'm not a fan of the coin-op, I'm not too keen on the game-boy game - it's playable, but a bit repetitive. If you like the coin-op, then go for it.. although it lacks the cuteness of the graphics because of the loss of colour.. something that went well on the coin-op - but if like me, try it first!

Graphics - 85%
Sound - 80%
Playability - 75%
Lastability - 70%
Overall - 75%

Onn



ZERO WING

Megadrive by Toaplan

Marc: TOAPLAN'S latest shoot 'em up arrives on the MD, but is it good enough to succeed in an already crowded sector? Well.....

The game starts up with a very nice (and fairly long) intro sequence, in the Japanese cartoon style and accompanied by some decent music. The familiar options are here: Level (Easy, Normal, Hard), Player (1,2,3,4), Sound Test and Rapid (On/Off). Selecting Start sets of another intro sequence showing your spaceship launching from a spacestation (again, very well done).

Two of the three buttons are used; either 'A' or 'C' fires the current weapon and 'B'

The music is good (if a little quiet) and suits the game well; the sound effects are standard and uninteresting.

Toaplan have borrowed heavily from other games with Zero Wing - the grabber idea is clearly ripped off from 'Gaiares', the 'arms' from 'R-Type' are here and some end of level guardians are very reminiscent of 'Hellfire'. However, there are some nice ideas incorporated; I particularly liked the borers which clear a path through for your ship and the large head-like guardian which spits laser fire at you.

The main problem with 'Hellfire' was the appalling

machine by a long way.

Probably worth getting as a follow up to Hellfire, but be aware of the difficulty setting as playing on Easy level could seriously damage your lasting interest in this game!

Graphics	- 85%
Sound	- 82%
Lastability	- 80%
Playability	- 88%
Overall	- 84%

Dan: Toaplan, the masters of the shoot-em up, are back with another game. And guess what? Yep, it's a shoot-em up!

The game starts off with a fairly interesting type of intro, in which a strange looking guy called CATS (eh?) who has no feet and a ridiculous haircut, suddenly appears and starts jabbering on (in Japanese, unfortunately). We then see a blonde haired chap who starts whining on about something called ZIG (eh?). Okay, so perhaps I lied, the intro is actually a load of bollocks. But what about the game?

Zero Wing is pretty much the sort of game we've come to expect from Toaplan. You know; three different weapons (Red, Blue, and Green. Green being a rather groovy homing weapon, and the other two being fairly standard laser type weapons). 8 levels, slightly too easy difficulty levels (But of course, anyone with half a brain will set the difficulty level to hard before playing the game), and pretty damn good game play. The graphics as you would expect, are good, and the sound is up to the usual high standards of Toaplan games.

There really isn't much else I can say about this game. While I could spend ages craping on about all the minor details, I just can't be bothered (Mr. Foord always does that anyway, so what's the point?). If you like this type of game, Zero Wing will probably be your cup of Darjeeling, but if not, it probably won't appeal.

Graphics	- 85%
Sound	- 90%
Playability	- 85%
Lastability	- 80%
Overall	- 86%

Marc: Taito's games on the MD to date, on the whole, have been disappointing and Fire Mustang doesn't look as if it's going to change that.

If you can't guess from the title, this is yet another shoot 'em up for the MD, and guess what? it's horizontally scrolling!!

The game starts up with a nice enough title screen (although no intro or music at all) and there are no options available. Pressing Start brings up a map showing the part of the world which you will be attacking. The scenery changes according to the country.



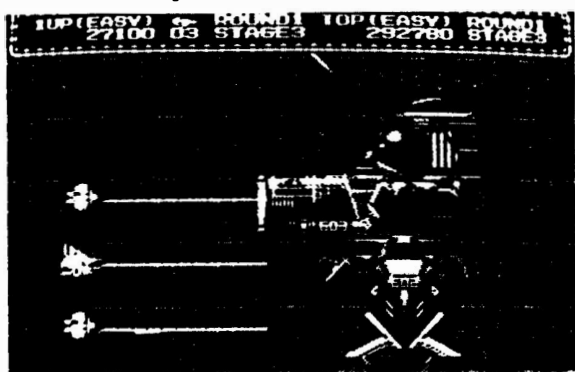
The first thing which strikes you about Fire Mustang is the very poor graphics - there is some fairly fast parallax (although it isn't very smooth) but the blocky chunks of background that are being scrolled totally spoil the effect. The lack of colour doesn't help and to really put the boot in the end of level guardians glitch like mad! The enemy sprites are often small and a lot of the time you lose what's going on because they merge in with the background!

At points digitized-looking pictures appear and these look terrible (what were they digitized on, a specy?!). It makes you wonder why the programmers bothered incorporating these.

Sound doesn't help matters; the music is awful with horrible little tunes that don't really suit the game. Sound effects are very boring and sound like those of a 10 year old coin-op!

The gameplay is all standard stuff - no new ideas here i'm afraid. The power-ups are uninteresting and very boring and the levels seem far too short.

There are 7 levels in all (with 2 continues) and I managed to get well into level 4 on my first go (and on subsequent goes); however, level 4 suddenly becomes hard (not a gradual, subtle change in difficulty but instead you're suddenly, after 3 levels of



ZERO WING:
THE FIGHTER
FACES A
END OF
LEVEL BOSS.
THE ROBOT
ANIMATES
EXTREMELY
WELL!

activates a beam which can be used to grab enemies and fire them like a normal weapon!

There are various power ups available: Blue (laser), Green (Homing missiles), Red (standard weapon), speed up, 1 up and 10up (!!!). However, the red weapon doubles up depending on the order you collect it in; if you collect it first you get multiples, if you collect it after collecting multiples it gives you the standard weapon.

Gameplay is fairly standard shoot 'em up action - pretty fast and frenetic, blast everything on screen and defeat end of level guardians to progress.

The graphics throughout are very well done - nice use of colour, fairly well defined and pretty interesting. The scrolling is smooth (left to right) although what up/down scrolling there is seems a little jerky. The end of level guardians are large, move well and are generally impressive.

slowing down - here it isn't nearly so bad and only occurs when the screen is genuinely busy. There are a few flaws with Zero Wing. Firstly, there are infinite continues (WHY?!!!!) and secondly, the Easy level is too easy (although the levels themselves sometimes cause a few problems, most of the guardians are ridiculously simple to defeat). I managed to get to level 7 (there are 8 levels shown in the booklet) on my first sitting (using continues though).

The thing is, the temptation is to set the game to Easy and use the continues and I can see most shoot 'em up fans completing the game like this without any problems. For Lastability, Hard level should be selected and the Continue option ignored.

This is certainly one of the best shoot 'em ups I have played for a long time on the MD but not the best on the

FIRE MUSTANG

Megadrive by Taito - Supplied by Megaware/Console Con.

easiness, plunged into great difficulty!!). Having said that, most experienced shoot 'em up fans will have no problems with this game.

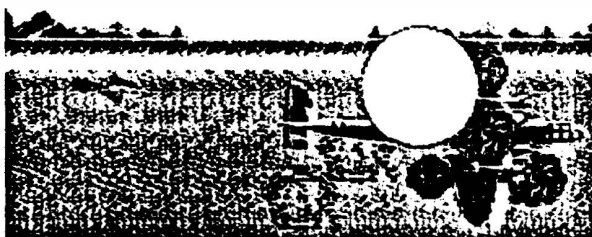
There is nothing special at all about this game and I can't really see anything to recommend it - even to shoot 'em up fans.

Save your money - we all know what the MD can do, so why take second (or in this case third!) best?

Graphics	- 56%
Sound	- 57%
Playability	- 68%
Lastability	- 50%
Overall	- 58%

the coin-op industry, Jaleco would win it every time, I mean, have you ever seen Exerizer? Hahaha!). The game consists of seven levels, each one pretty much the same. You know the sort of thin, fly along, shoot planes, bomb tanks, pick up power ups, kill the boss, move onto the next level. This type of game has been done many times before, and often much better. If, however, shoot 'em ups are your 'bag', (as they are mine), you will probably derive some enjoyment from the game.

Technically, Fire Mustang is nothing special: The graphics are very average,



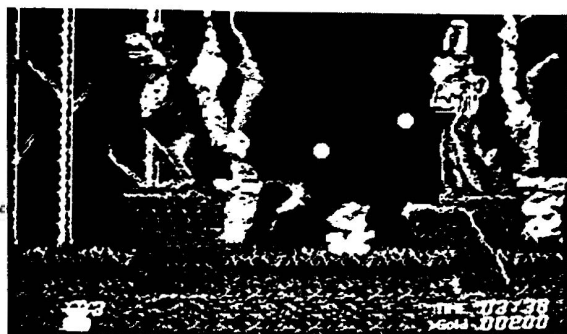
FIRE MUSTANG... TAKE THAT YOU BIG... PLANE!

Dan: Hey! P47 on the MD at last! Well, it's been a long time coming but... what's that you say? It's not P47? Oh well, I guess I'll start again. Fire Mustang is a horizontally scrolling shoot 'em up, similar in style to P47, but as you would expect from Taito, it's not as crappy as Jaleco's game. (Let's face it, if there was an award for 'arseholes of

with dull backdrops and sprites, and very bland colouring. Musically, the game is nothing special technically, but I thought the music was kind of interesting.

Take a look, but don't expect to be blown away.

Graphics	- 55%
Sound	- 80%
Playability	- 75%
Lastability	- 65%
Overall	- 70%



WARDNER SPECIAL

Megadrive by Visco - Thanks to Megaware for the loan.

Marc: I can't admit to ever playing this in an arcade, but from the MD conversion, it doesn't look like I've missed a mega coin-op.

To be fair, Wardner Special is one of the better recent MD releases (however, that really isn't saying all that much with the dire quality - and distinct lack for that matter - of games over the last few months!!!).

Being a fan of platform games, I was looking forward to Wardner, perhaps hoping for a game to tide me over between Mickey Mouse and Sonic the Hedgehog.

Wardner seems to be a variant of Wonderboy - the only real difference is this game scrolls up and down as well as left/right.

The idea is basically to take control of a fat dwarf (honest!) and make your way through each level killing everything which gets in your way with your fire shot weapon. Platforms and all sorts of pitfalls (eg: holes, lava, crushers etc) not to mention no end of evil creatures are out to make life difficult for you.

At the end of each level there is a guardian which stands between you and a shop or the next level. At the shops you get the chance to buy goodies such as super shot which all improve your chances of getting further into the game.

The start up of Wardner is very unimpressive - a title screen pops up together with some cutesy music and that's your lot! No options are available (unless very cleverly hidden). Pressing Start brings up a sequence (which can be skipped through) showing what is presumably the story (in Japanese of course) and some stills.

Then, "hi ho, hi ho, it's of to work we go"!!! Oops! Sorry, I couldn't resist that one!! The graphics are o.k, but that's as far as they go. Some quite nice parallax is used in places (only 2 layer though) and there are plenty of colours but it's just that the overall effect is a little 'tacky'

looking and very lo-res all round. The music is quite horrendous! The same short tune keeps repeating itself and I rapidly found my hand going for the volume control. Sound effects are also poor with some nasty little noises popping up throughout the game.

There are also a few annoying bits to contend with. For instance, there is a part where you must stop and duck to miss blades which move back and forth; here the sprite detection is so sensitive sometimes you see yourself clear a blade, only to be killed!

There seems to be some very irritatingly designed levels in this game, and some players may well find the whole affair far too frustrating to actually keep with it for any length of time. On the other hand, many people will find this attractive and may well get hooked on trying time and time again to do a particularly tiresome part.

This is not an easy game - there are 6 levels shown in the booklet (however, I don't know how many more there are after that). I managed to get to level 3 by which time I was really getting very annoyed indeed with the game! However, patience allowed me to get much further.

You are given 5 lives and 7 continues which seems fair considering the difficulty level. I don't know what the 'Special' part is about - as I've never played the coin-op I couldn't say, however, if this is an improved version of the arcade game I couldn't have been very spectacular.

Not an bad game, but nevertheless certainly not an excellent one.

Proceed with caution - get a look at this first.

Graphics	- 70%
Sound	- 65%
Playability	- 80%
Lastability	- 80%
Overall	- 80%





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Q+A

* I am thinking of buying a PC Engine... I would like to know if Splatter House is identical to its arcade counter part with the same music, sound effects and graphics?

Richard Wagstaff, Notts.

I've only played the coin-op once so can't confirm if it's close to the coin-op or not, however, it's looks it, and it was a big hit, so it must be quite close.

* I can't seem to get enough money on Sim City, I've increased taxes, but still don't get a profit!

It's best not to increase taxes too much... stick with around 7% as this will keep the people in the city. Make sure you build industrial sites away from residential areas... Try to build a residential area with NO roads, just light rail around them, with park areas and see the small houses turn to large sky scrapers!! The best thing is the have a block of residential, next to commercial, then industrial.

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TALKING JAPANESE?!

The following games are not 'complete' reviews as to really 'get into' them, you really need to know Japanese... but as a taste, should they ever appear in English format... will they be worth checking out?

EDEN (GALEEN)

Super Famicom - by Seta
Supplied by Console Concepts

Eden (it could be called a host of other names but we hope all stick with this one... it's easier to remember and pronounce!) is a traditional RPG in the same style as the Gameboy version of Final Fantasy Legend meaning it's completely in Japanese, and not quite as playable, so this will not be a proper review of the game. It's a



... MEET THIS LOVELY CREATURE... A FAIRY THAT WILL TAG ALONG!

tion which suddenly gets damaged some way or other, and plummets towards a planet... but of course releases an escape capsule, and lands safely. Like most RPGs and FFL, you get an angled top-down view and you control a bloke with the pad. As you walk along, the screen scrolls smoothly around you. You also get a small box showing your Hit Points, magic energy and something else. As you walk along, you can meet

selecting another from a sub-menu), and another seems to use additional weapons like bombs. Whatever the case, you must reduce the monsters' hit-points to zero to kill them before your HP is gone if you stand and fight. Should you win, you will gain experience and Gold. Once you reach the castle, you'll find more people to talk to, chests which you can open to reveal items (no idea what!), strange human-like figures that saves your position so you'll start here should you die (with additional HP) and another that will restore your HP and magic... and then there's a nasty giant spider to kill which requires quite a number of hits to kill! After the spidy... you can exit the castle and enter the woods, where you'll see a fairy bathing, and will help you on your quest... she's pretty cool as she has magic powers! You can then head for the hills, kill more monsters, talk to a few more people... and suddenly get locked up in a cell by a couple of hog-guards... and this is as far as I got as I couldn't figure out how to get out... if you could indeed! Eden looks a well ace game, but the lack of English text makes it slightly unplayable. Graphics are very good, nothing particularly spectacular that the MD or Engine couldn't handle, and sound is just as good with several tunes, and sound FX. Ace game... we wait for the English version!



YOU WANDER INTO A CLEARING BY THE EDGE OF A LAKE, AND....

real shame the game is in Japanese, as I really love this type of RPG, and although you may think you could struggle through the Japanese.... think again, as it contains quite a fair bit of it. Tapping one of the pad buttons brings up a bar at the top of the screen with half a dozen options, pick one of these, and another menu with another half a dozen options, pick one of these, and another submenu pops up....

Anyway, back to the game in general... the story goes, by the intro, you're in a space sta-

people who you can talk to - but alas in Japanese, and at times ambushed by monsters. When this happens, the screen blanks out and shows the monsters on screen... these range from slugs, small insects, rats... to snakes, giant insects, hellhounds, witches and dinosaurs. You are then given a set of six options (again all in Japanese). Unfortunately, this is what makes the game difficult to play as you haven't a clue what each does. The first will stand and fight using your main weapon - your laser, another seems to run (after

COBRA II - SPACE ADVENTURE

PC Engine by Hudson
CD-Rom

Supplied by Console Concepts

As this is an adventure game - it's not very playable, but as it's not that complex - requiring you to pick from a choice of things to do, it's quite possible to get quite far into the game without know-



COBRA PREPARES TO REMOVE HIS FALSE ARM.

ing a word of Japanese.

But why would you want to get through the game? Well, Cobra II features some great graphics, superb music and sound fx, and an action packed and quite mysterious storyline.

If you missed the original Cobra game, the 'Cobra' is a super hero based on a famous Japanese comic. This blonde beefy fellow not only always smokes a fat cigar, continually meet sexy women, but one of his arms conceal a power laser! And Cobra is the man you control.

When you start the game, you see Cobra 'ride' on his hover-bike and stop at a deserted area with only a western style bar present, all accompanied by some music and appropriate sound FX. Once he's stopped, you will be presented at the bottom of the screen some info.,



THE NASTY ALIEN PULLS OUT A LASER DAGGER TO GET YOU!



plus a choice of options... in Japanese. The first option is usually always 'look' commands, with the others being action. If you get the right one (it's best to start at the top options, and work your way down), you'll hear footsteps walking on gravel, then a shot of the saloon's swinging doors, which open with a loud 'creeek'. From which, you see the customers turn around and stare at you. Again, by picking the correct options, you make your way to the bar where an alien is leaning - this bar incidentally, is a bit like 'Star Wars' with a number of weirdos. You then decide to talk to the bar man, and then to the alien. This guy doesn't seem to like you or what you said, as he suddenly pulls out a flickering blue light-dagger and charges for you!! You of course can admire the device, or kick the blighter in the hows-your-father... the latter option seems more appropriate. However, this bugger has two friends, and they spring up from their chairs across the bar, armed with laser guns... do you wait or remove your artificial arm and show them what pretty lights you can preform? If you choose the latter, you'll die, 'cos the two goons will shoot you before you can shoot them. However, if you die, you can start again from the place just before you died, so you can choose the other option. Here, two shots are fired, but not from the two aliens... they drop to the ground to reveal behind them a rather shapely female with a rather long gun. Who is she? Why did she help you? Where was she from? Is she married? Why does the Del Monte say

'Yes'?

Later on (if you get it right), you go to the graveyard, shot by the same female, taken by an army of cyborgs, escape them and fly off in a space craft, land in an mysterious cuty... and it goes on.

Graphics are real neat, with some good but simple animation effects, and some ace touches. ie. There's a part where Cobra shoots two shots at two cyborgs, hits one, misses the other as the baddies rushes for you, but the laser swoops around and hit the bugger in the back!

Sound varies, but fit well with the game. When nothing exciting is happening, you get a rather dull tune, but when things hot up, so does the music. FX are excellent with 'Star Trek' sliding doors, grinding stone blocks, roar of the engines when you start your bikes, etc..

Overall, Cobra is not a game you should rush out and buy, because it's a very basic adventure-style game, and with the Japanese, haven't a clue what you're doing until you activate them. BUT, it's certainly worth checking out especially if you can borrow, hire or get it dirt cheap!



THE NASTY CYBORG FROM COBRA II



DRAKKHEN

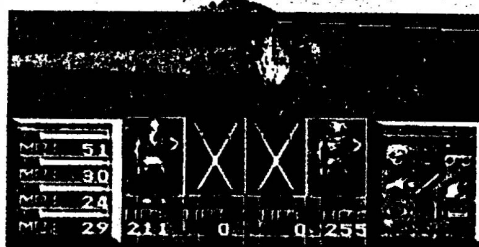
Super Famicom by
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Concepts

When I first saw Drakkhen on the Amiga a few months back, I wasn't too impressed with it - graphics are really awful, very little sound, and the gameplay didn't attract me... not to mention trying to get past the drawbridge with the jumping man eating shark, that killed you straight away if you didn't walk into the castle at the right time - and that's right at the beginning of the game!!

The S.F. version is basically identical to the Amiga and other computer versions with very minor dif-

save/load, enter/disable fight mode.. etc.

The game is played in two modes - controlling the entire group or single player. As a group, they all move off screen and you can walk around the place like playing Mercenary. However, when walking around, nasty creatures sometime appear to attack you, and when this happens, your team will re-emerge to battle it out with the attacker. Like most RPGs, killing creatures gains you experience... leading to increase in HP and gold. Of course the monsters can hurt you too. When you reach a certain place, your team comes out again where you can control one of the team.. you can go alone, or get the rest to follow you. In this mode, you can use the icons to switch off barriers, pick up objects, and so on. Your



DRAKKHEN: OUR FOUR HEROES ATTACK A NASTY... BUT TWO OF THEM DIE!



ferences like layout, and no ridiculous man-eating fish to worry about - thank God! In other words, I didn't like it!!!

Anyway, I might as well describe the game in general - although I never played the original more than a few minutes, therefore haven't a clue what some of the options are... especially as the S.F. version is in Japanese!!

Anyway.. when you start, you can go straight into the game with the 4 default characters, or select your own. Once started, you get the main screen showing a 3D view, with info., and icons at the bottom of the screen. These show the 4 characters in your party... fighter, mage, etc.. The icons are the commands you issue to the team - you can look around, speak to people, push buttons,

first objective is to find the prince - which incidentally is a giant ugly beast.. so not a good idea to attack him... which I did the first time, and my team got totally wiped out in a matter of seconds. If you talk to him, you'll gain some useful info., but of course, been Japanese - totally useless unless you speak the lingo. Also, behind the prince is a doorway (which you can't see because of his fatness!) which leads to a room containing a suit of armour, which you can nab, and put on one of your party.

As mentioned at the start, graphics are awful... not detailed and very bland. Sound is minimal with only sound FX when you're fighting and when an enemy makes some noise. Overall, I can't recommend Drakkhen.. it's not playable with all the Japanese, and not that much playable if it was in English for that matter!

WELL, well, well! THE most hyped, most eagerly awaited MD game ever finally makes an appearance. The questions remain - do we believe the hype, and was it worth the wait?

I don't think there is anyone who hasn't see a screenshot, preview or advertisement for this game! We are made to believe this is "The Best Game Ever" and we are also given the quote "The biggest and best thing ever seen on the megadrive" from Mean Machines. So, it's down to business...

The game starts in style with a larger than usual Sega logo and a sampled voice 'singing' "SEGA" (a very clear sample too!!). The now familiar title screen pops up (with Sonic's head bobbing up into the picture and his finger moving from side to side). A lovely looking parallax river scrolls by and some twee music plays for a short while before the game goes into demo mode.

The version I bought was a Genesis cartridge, so we get English instructions and one of those odd shaped carts!!

The policy of programmers in the USA seems to be quite different from those in Japan. Whereas we almost always get options on Japanese games, here we get none at all! So no setting it on Easy mode and completing it in an hour!!!!

The idea of the game is quite simple - Sonic must get to the end of the level within 10 minutes. However there are rings to collect and nasties to avoid. As Sonic you have 3 lives to complete the game (!) and if you are hit when you aren't carrying any rings, it's goodbye to a life. If you are carrying rings when you are hit, they are scattered and you must run around the screen re-collecting them!

Left and right move Sonic in that direction (walking), holding either will cause him to pick up speed and start running. Pressing down whilst moving causes Sonic to roll into a ball and smash into any creatures that are in the vicinity. Pressing A, B or C whilst moving causes Sonic to do a spin attack (similar to the somersault in Super Shinobi!) and hitting anything whilst in this state kills any nasties that

SONIC THE HEDGEHOG

Megadrive by Sega

are around. I say kill, but this is in fact untrue. An evil (mad) scientist has captured innocent animals (boo! hiss!) and turned them into evil robots (oh no!!). Hitting one of these evil robots actually releases a cute furry bunny or a little pig etc (aaah!, hooray!).

A nice touch is that if, whilst standing still, you push up or down, the screen will scroll up or down allowing you to see

again!), tunnels to whizz through (mega fast!), springboards, secret rooms etc. There is even the odd puzzle dotted around the place!

The graphics are absolutely stunning - in fact, it is only fair to say that these are the best visuals on an MD game to date. Colour is used in abundance, perfect parallax scrolling is seen everywhere,



SONIC... AARRGH!!

what is above/ below you.

Every so often, you see a lamppost - these are useful since touching them allows you to continue from that point if you lose a life.

There are also goodies to collect in the form of computer terminals. Super ring (worth 10 rings), Power sneakers (speed up), 1up, shield and invincibility are all available from these terminals. Collecting 100 rings also gives you an extra life.

There are 6 zones (each of 3 acts) and at the end of a zone you face the evil professor. The acts start off quite short, but get longer and longer as you progress.

There are no continues in Sonic - unless you collect them, which I think is an excellent idea since this adds to the lasting interest in the game. The difficulty level is set just right, allowing you to get just a little further each time.

There are all sorts of great ideas incorporated into Sonic. Loop the loops to run round (and if you are going too slow he slides back down

brilliant sprites, excellent backdrops and some truly stunning visual trickery goes on.

The animation on Sonic is nothing short of superb. The way he walks, runs (his over-size trainers doing overtime!), jumps etc have all been beautifully animated in a very cartoon-like style.

The scrolling throughout is exceptionally smooth and the speeds it gets up to really shows what the MD is capable of in the right hands. At times, the screen goes hyper and your eyes are all over the screen looking for Sonic!

The sound doesn't let the side down. Music is very cutesy with a change of ditty after every zone. Sound effects are comical and used to enhance the atmosphere. For instance, when there is a waterfall in the background we hear the rush of water; when Sonic stops abruptly a skid is heard !! etc.

Every part of Sonic the Hedgehog seems to have been lovingly dealt with - the gameplay is wickedly addic-

tive and wonderfully graded, the graphics are top notch and the sound is great too.

A lot of thought has gone into the design of Sonic. The fact that there are no options or continue is excellent as there is then a definite will to get further every time and your interest isn't lost.

This is a very large game and one that gets tough as you get further into it. I don't think there will be many people who complete this too soon. Even so, every time you play this game you notice things which you didn't see before. Each level is not just left to right but up and down so you can choose how you want to do a level (ie run for the exit quickly or explore and find all the goodies!). With the addition of hidden rooms and the secret levels this is a game which you won't lose interest in for a long time.

A special note must go to the secret levels - here Sonic is plunged into a 360 degree rotating maze and the graphics are just mindblowing! Parallax birds fade into parallax fish and vice versa!

This game will no doubt be bought by a lot of people just on the back of the hype. Luckily for them this is a great game!

Just this once, believe the hype.

Mindblowing graphics do not maketh a game. Mindblowing graphics plus great sound plus astonishing gameplay most definitely do!

This is without doubt the best game on the MD to date, and it is going to take some beating too!

Buy it!!!!!!

Graphics	- 98%
Sound	- 88%
Playability	- 97%
Lastability	- 94%
Overall	- 96%

Marc



BIMINI RUN

Megadrive by Nuvision. Supplied by Console Concepts

Onn: In the sun drenched tropical islands, the evil Dr. Orca - dreaded international master of destruction resides, and hold your twin sister, Kim captive. As Kenji O'Hara, with help from your devoted friend Luka, you must rescue Kim and destroy Orca's plot to destroy the world. To get you through the waters, you have a high speed power boat, the Banshee, and with Luka's skill in marksmanship - armed with a bazooka, although you are up against an armada of killer boats and helicopters hidden in the maze of islands!

The game features 6 different missions for you to complete, and they are extremely tough! First, after all the options etc... you get your

go one way, and fire in another.

As well as all the above troubles, you must also what your instrument panel that you don't run out of fuel... so time is crucial. Should you lose your enemy, you can also put up the Maps and charts... the Radar map show the entire section of the ocean... plus you and other interesting features while the local chart is a zoomed down version around yourself.

To end the mission, you can blow the sucker up with your bazooka, or ram it... chase HQ style... as it seems Kim wasn't in the boat after all... it was a trick!

Mission 2 - 'The Stealth'. Here, you're now in the middle of Orca's place, and they

the average side too. The 3D is fairly good, but there aren't a low objects on the water. The verdict: Bimini Run is worth checking out, but not a game I would play for more than a couple of hours... however, if you like the Chase HQ sort of game (but on water), you might like it.

Graphics - 70%
Sound - 65%
Playability - 65%
Lastability - 60%
Overall - 65%

Dan: Hiding behind some rather uninteresting graphics and awful weedy sounding music, there lies actually a rather crap game. There is just no incentive to play more than a couple of times, and if I hear the words "Kenji, come in" one more bloody time, there's going to be hell to pay.

Graphics - 60%
Sound - Aaaargh!!
Playability - 50%
Lastability - 50%
Overall - 50%

boy version retains the novel feature of the original with the rotating towers which moves extremely smoothly and gives a great illusion of 3D.

If you haven't played the game before, it's real simple. You have a circular tower with platforms, staircases and lifts round the outside of it, plus doorways... enter one, and you appear on the other side, as the tower rotates. You, as the creature, must negotiate these to reach the top of the tower, and so destroy it - within a small time limit! Unfortunately, horrid creatures lurk around the tower to stop you, including big eyes, bouncing balls, and a cluster of blobs that home in on your last position. Fortunately, touching them won't kill you, but knock you down the tower - so you have to re-climb again... although if you are unlucky, dropping in the water at the base of the tower means death!

Your hero however have a bit of protection as he can fire blobs that destroy certain creatures or halt them for a few seconds, or jump over them. Unfortunately, one of the problems of the original and the GB version is, you can only fire when you're



BIMINI RUN:
HEADING FOR SHORE,
AND BLAST THAT
ENEMY COMPOUND
WITH YOUR BAZOOKA
BUT WATCH THE
HELICOPTER!

first mission... 'Hot Pursuit'. Here, Orca's henchmen have kidnapped Kim, and you must pursue and capture the kidnappers before they return to Dr. Orca's impenetrable island hideout. You'll get your speed boat in front of you, (in pole position view) and must chase the enemy boat ahead. This is quite difficult as they enemy boat weaves all of over the place, and you have to keep up, and dodge all the hazards around... these includes small islands, and sailing boats to avoid, plus Orca's helicopters who shot at you... dodging their fire is very tricky! However, you can take them out using your bazooka. You can also play in two player mode... with one player in control of the boat, and the second player as Luka, the bazooka user... making it slightly easier as you can then

are after you... with helicopters and deadly speedboats...

You must take out towers on islands, and later on rescue Kim, avoid deadly sea monsters and sharks, and so on.

All in all, Bimini Run is not a bad game... quite fun to play, but it's rather repetitive... steering the boat around islands shooting other boats, helicopters, towers, avoiding sailing boats, sea creatures, etc... isn't too exciting. The game is also too difficult, especially playing by yourself, trying to steer the boat at high speed and try to aim your bazooka is a real problem, but avoid the enemy fire is real tough having to steer out of the way at the last second. Graphics are fairly average... the sea itself doesn't even animate when stationary!, and sound is on

CASTELIAN

Gameboy by Triffix Ent. Inc - Supplied by Console Concepts

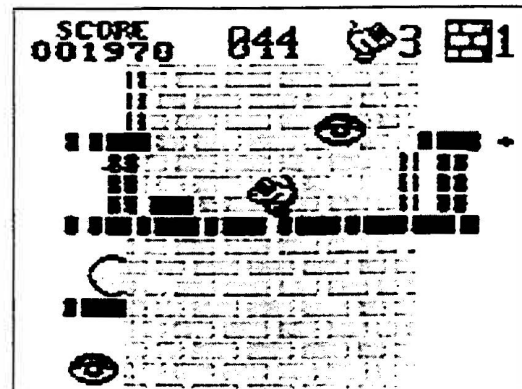
Onn: Castelian? What sort of name is this? To us in the UK, this game is more well known as Nebulus - you know, the one by Hewson where you control a strange little creature in his attempt to climb up towers?

The conversion is quite a remarkable feat as the Game-

stationary and jump when moving, as they both use the same fire button! You would have thought as the GB has two buttons, the programmers could have used them!

Once you've completed a tower, you enter a bonus stage - this is different from the computer version of catching fish in

score time remaining lives remaining tower number



CASTELIAN OR
NEBULUS. HERE,
ON THE PLATFORM...
YOU MUST STEP ON
THE BLOCK AND
MOVE UP... BUT
YOU ONLY HAVE 44
SECONDS LEFT!



your sub., but a running platform game of collecting gems. This is rather stupid as you have to jump on platforms... drop off and it's end of the bonus game, which is easily done.

Graphically, Castelian is not bad, not too well detailed and shaded, but adequate. The rotation of the tower effect is still well impressive and really adds to the game. Sound is not terribly exciting but adds to the game. Playability wise, it's very good and addictive... not to mention extremely frustrating! With only 8 towers to clear, it seems not a lot, but each of the towers are very tricky, and should you lose all your lives, you have to start right back from the beginning... no continues or password options here, mate! I think this is it's main downfall. Once you've spent an hour trying to get pass a stage, only to die straight away on the next tower to have to restart all over again is a right bummer! I haven't played much of the original computer version (on my C64), but stage 1 is identical so if you've played it before it's not a great challenge! Me personally, it's playable but after the first couple of towers it becomes too difficult and too repetitive, and I haven't the patient to stick at it, going through the first towers all over again.

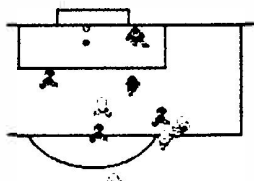
Graphics - 80%
Sound - 65%
Playability - 80%
Lastability - 70%
Overall - 75%

SOCCER

Gameboy by Tonkin House - Supplied by Console Concepts

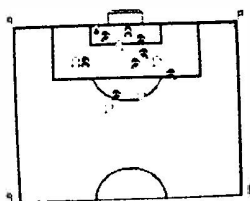
Onn: There have been only one Football game for the game-boy and to put it plainly, it's crap! so Tonkin House's latest contribution is welcomed with opened arms, and it's quite a good little game at that. In someways, Tonkin have taken a leaf out of Anco's Kick Off as it's viewed top-down with small players... infact it's near enough to Kick Off than any other soccer game I've played.

When you start, you can select either one player, or two player link. You can also play in a single game (test match) or world cup - playing against other computer



GOAL !! THE KEEPER'S GOT NO CHANCE.

controlled teams of different countries in knock out competition. With such a small screen and limitations on the Gameboy, it's 7-a-side, where you can select 2-2-2 or 2-3-1 formations and time limit of 3, 5, or 8 minutes. After this, it's onto the pitch where the game starts. When the whistle blows - the game begins. Control is simple, you control the player that's flashing (your players are always white, and the opposition black). The pad moves your



Zoomed out, so you can see all your players.

player around, and when you haven't got the ball, button B switches players, usually to the nearest to the ball. Button A is the action button and depending on the situation with and without pressing a direction - you can slide tackle, kick the ball normally, diving header, over head kick, plus throw the ball when it goes out of play. You can even curl the ball by moving the pad after kicking! Like Kick-off, you only see part of the pitch at a time which scroll quite smoothly in all directions. However, when the ball is kicked high in the air, the game is viewed so that you can see the entire pitch and players. This seems odd but is quite a good idea as you can organise your players and can attempt to haed the ball forward. Most of the rules of footie are present... fouls lead up to free kicks or penalties if in the box (you get yellow cards, but never get a red one, or substitutes), throw-ins, corners, and even off sides! As it's easier to play up-field, you stay on the same side after half time. All in all,



Soccer is great... graphics are not brilliant but fit well with the game, and sound is adequate, although the back-ground tune that plays is annoying at time (you can turn it off at the beginning however). It's certainly not as fast as kick-off, but not bad. The computer opponents are a fair challenge especially the better teams like Germany and Italy, although I haven't loss a game since I first played it - I won the World cup on my first go, although a couple of the game I only won by penalties. However, it should be a lot better against a human opponent!

Graphics - 85%
Sound - 80%
Playability - 93%
Lastability - 90%
Overall - 90%

Misc. Game News

* * *

Atari have abandoned their Panther 32-bit games console in favour of their bigger and more powerful 64-bit machine the Jaguar... although it is believed the machine won't hit the streets until a years time or even longer. A 64-bit machine would surely become the most powerful console around - even more than many coin-ops (the Neo Geo is 24-bit and it shows how good that is. However, a 64-bit

machine would cost a fair bit to produce although Atari claims it will be very low in price. It's also be rumoured that Psygnosis are getting involved in the project, because of their impressive development in CD fractal imagery. We can't wait!!!

Konami have produced the ultimate add on for the Gameboy. The unit is a case that resembles one of those arcade

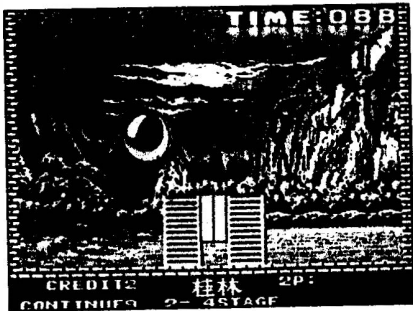
games from Grandstand. By inserting the Gameboy, you get a bigger angled screen like the wideboy and lightboy, but better still, you get a joystick over the pad, to give better playability. Wait for it soon!

The Neo Geo has officially been released in the USA.. but as the price of the machine cost \$649 and cartridges at \$199 a piece, the machines and software are available for rent from video stores!

POMPING WORLD

PC Engine by Hudson - CD-Rom
Supplied by Console Concepts

Onn: When I first saw this game in the arcades, I thought it was terrible - compared with current coin-ops at it's time with stunning graphics, sound, special FX, etc... and this game - ever so basic in all accounts. However, once I've had a few games on it, I was hooked - Pang! or Poming World as it's called for the engine, is extremely playable and real addictive.



PANG! EASY STAGE... SINGLE BUBBLE

The gameplay is real simple - you play a little bloke with a wired harpoon gun. On each stage, there are large bouncing bubbles, which you must get rid of. To do this, you must shoot 'em - bursting a big bubble results in to two smaller ones, bursting a smaller bubble again results into two even smaller ones, and so on until they dissappear, and it's onto the next stage. Aswell as the bubbles, blocks are arranged around the screen which adds extra problems as they bounce the bubbles all over the place, and can box you in. Certain blocks must be shot to release trapped bubbles, and there are ladders and platforms to manouvre around. At times, various creatures appear on to the screen including Hermit crabs, owls, and wasps that when touch you, stops you from firing for a few seconds. However, colourful birds and normal crabs help you by bursting bubbles when they touch them. More help come in the form of weapons - these are

dropped when certain bubbles or blocks are hit. These include double harpoons which lets you fire two wires at a time, clocks that freeze everything for a few seconds, gun - a faster fire weapon, attachment harpoon - which when fired stick to the ceiling leaving the wire there for a few seconds or until a bubble or creature hits it, shield - force field, and dynamite - burst all bubbles until they become the smallest - which could be quite deadly if there are loads of them!!

Pomping World is very playable and addictive, although rather easy at first, it gets extremely difficult.. although you have 4 credits. However, if you start right from the beginning and complete the 50-odd stages, there's even more stages! You'll blast off into space, where things gets extremely tough - rather like the sequel coin-op - Super Pang! with lots of tiny bubbles bouncing all over the screen... well 'ard.

Graphics are very good, but lack that that little something to make it arcade perfect... they are rather large! And the sprites flicker a fair bit when there are lots of things happening. Sound is exactly the same as the coin-op as you'd expect from CD with different tunes played for each level... some are really ace!



With two player option too, Pomping World is a great fun little game, although lasting interest could be low - it's a shame you can't start from the Moon stage which is more challenging without going through the entire game from the start - no doubt there will be a cheat for this!

Graphics	- 85%
Sound	- 90%
Playability	- 85%
Lastability	- 80%
Overall	- 85%

POWER ELEVEN

PC Engine by Hudson - Supplied by Megaware

Onn: I have admit, I was looking forward to getting this game hoping from Hudson that they were to make it like Kick Off.. from the direct top down view of the game.

However, was I wrong, or was I wrong?! It looks like Hudson have down a boo boo! Once you stick in the card, and marvel the ace intro screen (animation of putting the HuCard in the engine... reminds me of the Commodore CDTV introduction CD.. which tells you how to work the machine... silly eh? If you managed to view it, you've bound to have managed to put in the CD and play it!), you get options to play a one player Hudson Cup, two player Vs match, penalty contest or Demo Watch mode.

If you go for the first, you have to pick a team and play different countries in knock-out competitions to win the trophy. First, you must pick a country team (inc. Argentina, England, Germany, etc.), then pick your formation... three are available, but you should choose the first as it's 4-2-2.. no, not four defenders, but four forwards, two midfield and two defenders, as you need the front men!! Once done, you face your first opponent.

The game is viewed directly top down with the goals to the left and right. Things looks pretty good up to now... but when the comp. mumbles 'Kick Off', things

go straight down hill. Firstly, your pad moves your player about... the person nearest to the ball usually indicated by two arrows, who move around at a moderate pace. Unfortunately, the game lacks moves... you can only kick the ball in the direction you are facing by pressing the fire button and that's it. The other button is used for strength. A strength bar is shown at the side of the screen for the player you are controlling (each player starts with different amounts), and each time you press the other button, your man flashes to

indicate it's going for a power shot, where you can press the kick button, and your strength bar goes down a notch. If the strength bar becomes empty, then you've only got the standard kick.. bad luck! You can't curl or swerve the ball, head it, preform over head kicks, or anything else... although you can dribble with the ball. Scoring a goal is quite tricky as the goal keeper saves most shots... and it seems the only ways to score is to power shoot one diagonally from a distant, or kick the ball into the box, and hope you can get another guy to volley it in another direction, to fool the keeper, into the back of the net... hence why you need some forward players... there's no off side you see! Oh... you can't dribble round the keeper either as, as soon as the ball gets into/pass the penalty spot, the keeper has it!!

Tackling again, there's only one move. Press fire and the player will preform a sliding tackle in the direction it's facing. Unfortunately this is a ridiculous move, as should you slide in and take the ball off your opponent, you don't get up until a second or so after!! So, another opponent can run in and nick the ball!!

Graphics are very basic as you might expect from a top down game, and animation is very poor... the goal keeper diving for the ball has the same graphic as when players are slide tackling.. and only 2 frames of animation. Sound is dire with a rather boring tune playing through out the match (which can't be turned off), and simple

sound FX.. and naff speech... saying 'Corner', Throw in', etc. The latter two have no special features either, just press the button get the ball back in play. There are no fouls either, and at half time you get some animation of cheerleaders, which is very boring as they preform the same sequence for every match!

The all important playability - terrible! Because you can only kick the ball straight and nothing else, there's just isn't any variety in the game... you just adopt the Jack Charlton gameplay of booting the ball up field and hope one of your men can volley the ball in the net. With this method, I managed to win the first team 12-1! Although later teams like Germany are rather tough... but then again, they are bloody foulers! So I would say stay clear of Power Eleven, Human's Formation Soccer is still the best! Oh yeah, the penalty bit is rather naff too... similar to Formation's but behind the keeper... but not responsive enough.

Graphics	- 50%
Sound	- 45%
Playability	- 45%
Lastability	- 40%
Overall	- 45%

into stage 1, which starts straight away, so get ready quick. When the ship appears on the screen, the game resembles Air Busters as you control a fighter craft in a



THE DEADLY 3RD STAGE OF RAY X. II

multi-parallax horizontal scrolling backdrop, although, a scrolling fore-drop of metal pillars scrolls over you.

Your firepower is measly - firing single straight bullets like Air busters but less rapid, so slap on the autofire/turbo! Your ship moves around the screen at a moderate rate, but you can thrust in any direction at speed by tapping the other fire button and pushing in any in the required direction. However, the amount of thrust is determined by the bar at the bottom of the screen with reduces when used, and must be charged up again.. similar to Air Buster's Buster. The Thruster is quite dangerous if you're not careful as you can thrust straight

red, blue, or green icon. These have a pointer in them which rotate. Collect them when they are facing that direction will give you that powerup in that direction.

Red will give you flame thrower, blue - multi-fire and green - lighting laser. So collect the red icon with the pointer facing back, and you'll get flame thrower firing backwards (you always keep the standard puny weapon aswell). The weapons

help a lot, but they are still not that powerful, and you can't power them up more, or get additional weapons. Each level is fairly long, and reaching the end, you'll meet the real awesome looking boss. Infact, I have to say, the bosses are truly brilliant, really big and animate really well. Unfortunately they are too easy to kill with little resistance. Stage 1 boss is like Bydo from R-Type with two huge crystal orbs that open and close, and fire a few bullets at you. All you have to do is, stay back, dodge the bullets, and shoot between the orbs when they open, and in time, the creature blows up.

Stage 2 is real tough and look very much like the cloud level on Air Busters with mother ships that launch

homing flames at you, and release fighter crafts... all requiring a million shots to down, while you have to dodge the swirling ships, etc. Stage 3, and you're up against a giant mother ship which you have to fly under dodging a giant moving claw like from a crab, while dodging and shooting enemy fire, tanks, fighters, lasers, etc... all in the confined space under the enemy ship!

Over Ray, is an exceptionally difficult game, surely the hardest I've ever played. It's so difficult... it took a few goes using slow motion to even get pass stage 2!! The main trouble is it's lack of more powerful weapons... if the ship had the weapons of R-Type, then it would be a different matter! Graphically, it's absolutely brilliant with extremely well defined and shaded graphics and awesome multi-parallax scrolling. Sound is terrific too with brill sound tracks and sound fx. Ray Xanber II is only recommended if you're a real 'ard, mean, shoot'em fan... I'm that sort of person, but I found it too frustrating as it's too difficult.

Graphics	- 90%
Sound	- 93%
Playability	- 85%
Lastability	- 80%
Overall	- 85%



RAY XANBER II

PC Engine by DataWest - CD-Rom
Supplied by Console Concepts

Onn: When I saw pics of this game and read that it was a conversion of a FM-Towns shoot'em up, I was looking forward to getting it.

When the game loads, you're presented with a wacko cheer from a crowd of people and a wicked thumping tune. Hit Run, and the game goes



STAGE 2 : RAY XANBER II. WATCH THE HOMING FIRE BALLS!

into the ground or ceiling!

The main thing about Ray Xanber II is that, it's rock solid! - the enemy ships are massive and swirl around the screen - dodging or shooting them with your puny weapon is hard enough, but trying to avoid their fire too is another problem! Aswell as the swirling ships, there are big ships that require a squillion shots to destroy them - trying to blow these up while other things are happening around you is mighty tough! Aahhh!... weapons. Weapons come in three types... different sorts of ships appear and when shot leave a

COMMENT:

BONANZA BROS.

Megadrive by Sega

Marc: Another coin-op which I missed out on seeing, but apparently one of Sega's weirder moments.

Bonanza Bros is a very strange game! The idea is for you (and a friend if you wish - 2 player simultaneous) to move around a building collecting booty and making it to the exit. However, there are guards, doors, rakes(!) and a variety of other obstructions designed to cause problems or kill you!

The whole pace of the game is fairly slow (and VERY slow when two players are doing a bit on

screen - terrible slowing down of the MD) and many people will find it a bit boring. However, it is original (gasp!) and quite a laugh, if only for a while.

There are only 10 levels (7 of which I saw on my second go), so it looks like another case of 'play it on hard level or be prepared to be bored of it after a few days'.

Not really worth buying unless you are a great fan of the coin-op.

Graphics	- 75%
Sound	- 78%
Playability	- 80%
Lastability	- 60%
Overall	- 70%

VALIS III - MEGADRIE

On the title screen hold UP, A, B, C, and press the START button for a stage select. On the screen the words 'Select Map' should come up.

To see all the animated scenes, on the title screen, hold UP-LEFT, A, C, and press Start.

For the sound-test, on the title screen, hold A, B, C, and press Start, or hold Right-Down and B, and then press Start.

MIDNIGHT RESISTANCE - MEGADRIE

On the title screen, hold down C and press the Start button. During the game pause it and press A for the next stage. This trick can be repeated and so the last stage can be tackled with ease.

On the latter half of the game, there is a bonus stage where you must rescue people. If you fail to rescue any, they become a shooting star on the ending scene.

THE SHINING AND THE DARKNESS - MEGADRIE

On the path from the temple to the cave of strength, go 27 East, South 24 facing west you come across a monster called a Sabre Crab.

Obtain the Queen's Crown, but do not hand it over to Tristan the King (don't talk to him). Then go to town and choose Bill and Marlin to be your friends. The crown is a very convenient item, increasing armour class by 16 points when worn or it can be sold for a very high price!

WRESTLE BALL - MEGADRIE

For the sound test select the TAEKWON DO experts KOREA and input the password KWGEN.

WORLD STADIUM '91 - PC ENGINE

On the title screen, press II 9 times, I and then Run for the test mode. The Team Dat(a) should be very helpful.

YS III - PC ENGINE

The best place for quick leveling up is the first cavern, place the man Adol on the top of a triangle and kill those wasp-like creatures

MotoRader II - Engine

Select Beginners and hold down Select then press Right, Left, Right, Left. The words TEST should appear. Hold Select again, and press button II. The words RICH should appear, where you'll start the game with \$50000.

When you buy the missiles, by pressing Select, you can change the direction in which they fire. So instead of firing forward and back, press select to change to fire two forward, two back, or either sides.

XZR - Engine

On the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, II, I for audio and visual menu.

Circus Lid - Engine

Password Z.Y.M.A.

Try it!

ULTIMATE TIGER - Megadrive

On the title screen, press in the order - Up, Down, Right, Left, and Start for Stage Select. To see the ending sequence press Up, Down, Right, Left, A, B, C, and Start.

To increase the number of bombs, use them all up then pause, Up, Down, Right, Left, then hold B while unpausing.

To power up your weapon, pause, Up, Down, Right, Left, then hold A while unpausing.

THE SHINING AND THE DARKNESS - Megadrive

In this game there is a witch doctor dressed in a grey robe called the necromancer. When they appear (usually in groups), kill all except one. The one remaining will only call for more zombies (green) and by killing these you get loads of experience and gold and if you're lucky, they drop items and weapons.

If you have been cursed and you're low on money, then die taking all of your friends with you. When you resurrect, curse is gone.

MOTOROADER II - Engine

To join in a game during play, wait for the race to finish and on the RESULTS screen press I, II, II, I. The only drawback to this trick is that, your name is entered as COMP.

1943 - Engine

Start the game in a 2 player mode, take the multi-tap off and plug in a single joypad to control both planes at the same time. This applies to other 2 player games like Altered Beast, etc... Try this trick on any 2 player game, to see if it works it's always worth a try!

During play, press pause and press Down, II, Left, II, UP, I, Right, I, for a weaponry select.

Pause then Up, Up, Down, Down, Right, Right, Left, Left, II, to do as many flips as you want.

On the options - go to music and sound the following numbers:

37351821984.

Download 2 - Engine

On the title screen, press Select, I, II, I, II, I, II, I, II, Select for a mode which you can muck around with, ie. listen to the tunes, sound FX, see the animation intros....

WRESTLE BALL - Megadrive

This is the same tip as before. To get the 4 secret teams, select any team, and hold down B and press Down.

Dynamite Duke - Megadrive

Fire one shot only and wait. A UFO should appear at high speed from the right side of the screen. Shoot this down and items will become easy to get. Be alert, as a second UFO appears.

ETERNAL CITY - Engine

To start from stage 1 with the maximum power up and all special weapons with a full energy tank, enter the password:

NAXAT SOFT
MAX POWER

1943 - Engine

On the water stage, smart bomb the enemy planes which give you life replenishing items. Instead of getting one, you get 2-3 and this may be a handy trick in the 2 player mode.

Jackie Chan - Engine

On the title screen, hold Up, I, II, Select, and press Run. When the Demo starts, reset the game. Repeat the above to get the Ultimate bug. Repeat the process to get all sorts of cock-ups!!

ZARLOR MERCENARY

Atari Lynx by Epyx

ZARLOR Mercenary is a new shoot-em up from Epyx for the lynx (what, another game for the lynx gasp, shock!). It's your basic vertical scrolling shoot-em up game. You control one of the zarlor mercenary's and must battle your way through masses of deadly aliens to gain loadsa money (great plot eh?). At the beginning you can select from a variety of mercenary pilots. These range from a trendy cyborg, a bog standard robot, a lady with big boobs, a punk rocker, connan the barbarian, a green blob thingy and some guy who looks like 'SATAN'. The different pilots basically give you different weapons that you start with, for example the cyborg has a laser which can be quite nasty to any alien scum that happens to be on screen. The first level

you are flying above a desert landscape (not iraq!) where various building on the ground can be blasted to gain money and points. Your ship is equipped with a cool shield which can withstand a number of hits and its a good job because the screen is usually full of aliens blowing the s**t out of you. At the end of each level there is a big mother-ship to exterminate. After this you can buy extra weapons from the shop (xenon II style) including smart bombs, wing lasers, speed up's ect. ect. and all the other alien terminating equipment.

The graphics in this game are good and well drawn and some of the end of level aliens are quite impressive. The sound is average with the standard FX and

music that you would expect to find in a shoot-em up. Zarl原因 Mercenary is very difficult to finish and will keep the most hardened game players (DAN) occupied for months (weeks?, days?, hours?) but after a time I think it could become tedious! Zarl原因 mercenary can also be comm-lynx together and upto four player can play at once, I have not seen this mode so cannot

comment on it. My advice to anyone thinking of buying this is check it out as alien extermination is not everyone's cup of tea!

Graphics - 88%
Sound - 70%
Playability - 82%
V.F.M. - 87%
Overall - 85%

LEELEE

P.S DO MY BLOODY GFX ONN!!!!



OK... NO PICTURE...
BUT HERE'S A PIC.
OF THE CART!



MORE TIPS!

HIGH GRENADE - Engine

On the title screen, either on NEW GAME or LOAD START, hold Up, I, II, Select and RUN until you get to see the ending sequence.

ADVENTURE ISLAND - Engine

Change into the Hawkman, and go to the very first castle (the Mechadragon's castle) and go to the boss characters room and there you will find a treasure box. Take as much gold you can from the treasure box and then take down the password and reset. When you go back, you will find replenished stocks of gold, all for the taking again!

PARODIUS - Gameboy

As you might have guessed, the usual Konami cheat is available on this game. When the Konami Logo appears, use the standard Up, Up, Down, Down, Left, Right, Left, Right, B, A combination to get 'Kukeiha Live'. ie. Music sound test. Or as usual, during the game, pause and do the combinations to power up.

POPULOUS - Megadrive

To play other worlds in this ace godly game, select a level, and when asked for the password, hold down the B button and you can enter numbers instead of letters. By entering different numbers you can start at any level.

1943 - Engine

Pause during play, then press Down, II, Left, II, Up, I, Right, I. You should hear a ring. Unpause, and now choose the weapon of your choice by pressing Select.

SHUBOOBIMAN 2 - Engine

On the stage 2 boss, slip right under the body - the safe spot. On the ending, hold either Up or Down, and press Select for the music test.

BIG RUN - Super Famicom

I'm not sure if this works as I don't have Big Run (not exactly a great game you see), so here goes.

On the title screen, use the pad in second port and press the following: Button 4 times, X 4 times, Y 4 times, A 4 times, B 4 times, X 4 times, Y 4 times, and A 4 times, and fingers crossed you should hear sound some music. (Onn)

Tai Ono
searches
high and
low to give
you more
tips, hints,
and cheats
for all those
console
games
again..



WANTED

Have you found a cheat for a game? Have some groovy tips to share on the world? Found all the secret items and lives etc... on a game? Then write in and let us know!!

What's good in the arcades? J. Aspinall from jazzy Blackpool starts off a new feature with a new footie game from Taito

Football champ is the latest Footie sim. to hit the arcades and I use the word HIT literally, as this football game has the novel feature of being able to punch an opposing player!!

Football Champ is normally a two player game, although it is possible to have up to four players competing at once, depending on the cabinet the game is housed in.

The team you pick is competing in a world cup knockout tournament and to lift the trophy you must defeat all of the eight computer controlled teams. The countries involved in the tournament are England, Brazil, Argentina, Italy, U.S.A. Japan, Germany, and Holland.

Once you have selected your team, you have to choose your main striker out of four players. Each striker has a different amount of speed and strength, so it is a matter of trial and error to find the best player. The remaining ten players all start with energy bars and as the match wears on, you can decrease your opponent's bodily power and stop movement by either drop kicking, punching or pulling the shirt of your opponent.

The game itself is viewed from side-on, above ground-level, viewpoint. You control the player nearest the ball and this is indicated by an arrow above the player's head. There are many different moves available to the players, both on and off the ball. When the opposing player has control of the ball, you have two ways of getting the ball off him. **OPTION 1.** Vinnie Jones Tactics: This is a dirty fouling method of tackling your opponent. A swift tap on button B and your player will attempt to either punch, drop kick, or pull the opposing player off the ball. If you are successful and the referee is not keeping up

FOOTBALL CHAMP

COIN-OP - 30p A GO - BY TAITO

with play, you will get away scot free.

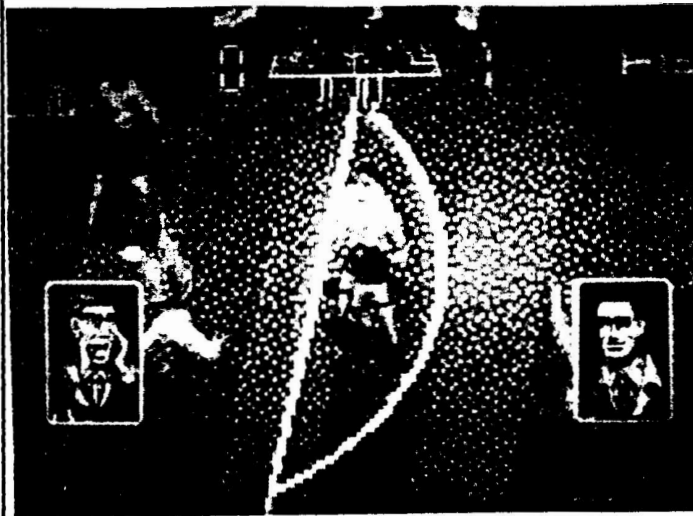
However, if the referee sees you committing any of these offenses your player will be shown the yellow card, commit another offense with the same player and he's off for an early bath. **OPTION 2.** Gary Lineker Tactics: This is the fair 'I've never been booked before in my life' Tactic. Pressing button A will make your player either slide

are some great graphical touches in the game, like when a player has been fouled. The victim writhes around on the floor in agony, clutching his knee. Other nice touches includes the ball hitting and knocking over any of the touchline cameramen, the elaborate celebrations which follow a goal being scored and the ripple of the netting when a ball hits it. As with most football games the goal-

mospheric and there is no annoying music playing throughout the game. When a goal is scored, a Brazilian style commentator cries G-O-O-O-O-O-O-O-O-O-O-O-A-L and a short burst of music is played.

It doesn't matter how good or bad the graphics are, it's playability that matters and this is where Football Champ really excels. Unlike some football games, there is not just two or three methods of scoring (eg. World Cup '90). It's possible to score from scrambles, crosses, headers, close-in, far out, coners, etc.. The difficulty level is set just right, the more you play the further you advance. There is a continue option, so if you lose or draw (no penalty shoot out) you can replay the previous match (my record is 5th game on 1 credit).

Out of all the football games I have played, this ranks as one of the best. It's extremely addictive and great fun to play. In short, this is the best football game (in the arcades) since Tekhan World Cup. Check it out dudes!



tackle or shoulder charge the opponent. Personally, I think the dirty tactics are better, much more fun!! This is especially fun when playing a two player game with a friend, it can end up turning into a boxing match rather than a game of football! When in possession of the ball, a lot of attacking moves are available to the player, Low & High kicks, heel-lifts, back-heels, diving headers, volleys and spectacular over-head kicks can all be executed. All these moves take a while to get used to, but you know what they say, practice makes perfect! You get a great deal of satisfaction when you score your first goal, especially if it's an overhead kick or a diving header.

The graphics throughout are excellent and the sprites animation is realistic, although when the players run they look like headless chickens. There

keeper's abilities are unrealistic. For example, when the goalie saves a high shot, he jumps about three times his own height!! The sound is good, with whacks and thumps accompanying each kick. The crowd noises are at-

Graphics - 90%
Sound - 89%
Playability - 93%
V.F.M. - 94%
Overall - 92%

J. Aspinall (Blackpool F.C. no. 1 Fan)

Ps. Torquay United are spawney gets!!!

MORE TECH TIPS

Compiled together by Richard Wagstaff, Mansfield.

Teenage Mutant Ninja Turtles 2 (The Arcade Version) Nintendo N.E.S.

Here's a pad trick for TMNT 2 that enables you to select stages and get 10 turtles per continue! When the title screen appears, press B, A, B, A, Up, Down, B, A, Left, Right, B, A, and Start. If you have done this correctly, you'll see "Stage 1" appear on the screen. Just select the stage you want and press Start when you're ready to play!

Shadow Dancer - Megadrive

Here's a way to get an extra 200,000 points each time you kill a boss. Attack the boss until his defense is down to his last 1 or 2 flame. Now, dodge his attack until the clock starts the 10 second countdown. When the clock winds down to the last second, use your ninja magic to finish the boss off. The computer will reward you with 200,000 points!!

Tai Ono checks out what ICOM Simulations gets up to with CD-Rom and some actors, a macintosh, a PC Engine...

SPECIAL REPORT: ICOM SIMULATIONS: SHERLOCK HOLMES

such as the FM Towns and Commodore's CDTV system. They're also working on a CD game for the Super Grafx called 'Camp California' which boasts tons of animated scenes and heaps of graphical tricks, etc. Not only that, but they also do odd jobs for Microsoft and software using the Hypercard utility on the Macintosh. Contractors to the company even includes NASA.

The Recipe

Like on a film, a bunch of actors are selected and the director makes them do a scenes or scenes which are recorded on video tape. These



SHERLOCK HOLMES' Consulting Detective is the first game for the PC Engine that uses partial motion video, using digitised pictures and other high tech tricks, and the people behind the project is US company ICOM Simulation, although the Japanese



THE ICOM PEOPLE

release will be from JVC or more known as Victor Musical Industries, inc..

Icom are more well known for their graphical adventure on other 16-bit computers, namely 'Deja Vu', and 'Shadow gate'. Both were quite unique as they didn't require keyboard input, just pointer and icons... which makes them easy to play, and quite easy to convert to console format... so Sherlock Holmes is ideal.

Three years ago, they started to investigate laser technology and now they're a well established firm turning out software for the biggies

are then worked on by computer boffins who digitise the pictures from the video onto memory banks with the aid of a Macintosh computer. Icom claim that this is a lengthy time consuming procedure and it's their excuse for taking two years to complete the game.

Interview

* :- What suddenly motivated you to make such a game?

Icom :- We have always been trying to be an original and creative company as possible. We thought we'd try something different, and the multi-

media aspect of the CD-Rom which offered us video, audio, and graphics really turned us on. We certainly had the technology so we thought why not? Let's give our devoted gamers a whole new experience!

We also wanted to use the CD-Rom's enormous potential to maximum effect, and after a long hard mad debate Icom had come on the coffee table to an agreement to work on a game based on Sherlock Holmes.

* :- Why was Sherlock Holmes chosen?

Icom :- Holmes has always been a popular character and somehow he has seemed to have retained his popularity over the years. We thought that his unorthodox ways might mean a challenge for the player to tackle.

* :- Could you explain briefly on how video scenes are put on CDs for the CD-Rom?

Icom :- When we were making this game it was like making a movie. We had to hire all sorts of people, for the lighting, the sound effects, and scenario script writers. Story boards are also produced first to determine what will happen. Once put to tape, they are translated by programmers onto digital format. Even we cannot manage a whole game containing digital pictures only, so we had to use animated pictures as well. Once all the video and animated strips were

complete, they were synchronized with vocals, and sound effects.

* :- Your release of 'Sherlock Holmes' for the FM Towns is coming up shortly. How did you cope with the PC Engine - which is technically inferior to the FM Towns?

Icom :- To make a long story short, we had to modify the game in three areas. First the Towns has a Bitmap screen whereas the engine engine has a 'sprite' screen. We did a few conversions here and there and payed particular attention to the digital bits.

Secondly, the engine has a smaller range of colours than the towns (something like 512 colours? please see previous issues) and we had to check if there were enough colours for each digital clip.

Finally, the CPU on the engine is somewhat lacking, so the engine program had to be reprogrammed.

Look out for the full review of Sherlock Holmes soon in Electric Brain!!



*Having watched the brilliant film - Crazy People, sometime ago (go out to your local video rental and get it out!), I thought it would be a good idea to produce a few adverts in similar fashion to the film.. eg. give the truth about the product to make it see, instead of lies of how it's so much better than the rest, etc.... So here are a few I've done. If you can think of any, please send them in, and I'll put it in the next issue. Send to the usual address: 125 Arnold Road, Bestwood Estate, Nottingham. NG5 5HR.
PS. Check out the Game Gear advert in Viz - it's great!*

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or

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Japanese Megadrive

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The Importers Union

The machine's a load of
crap, but you don't need
to carry a power station on
your back to run it!

The Gameboy

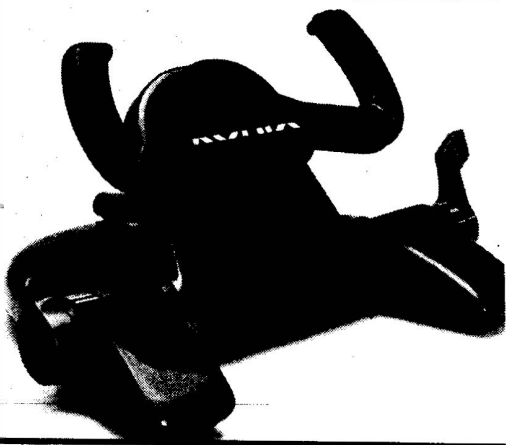
(Nintendo)

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The Neo Geo

It may cost more than
Terry Wogan earns, and
you may complete the
games in a day...

But, it's the most
powerful console in the
World!

SNK

"Our only good game was Ikari Warriors"

Up yours, NEC!

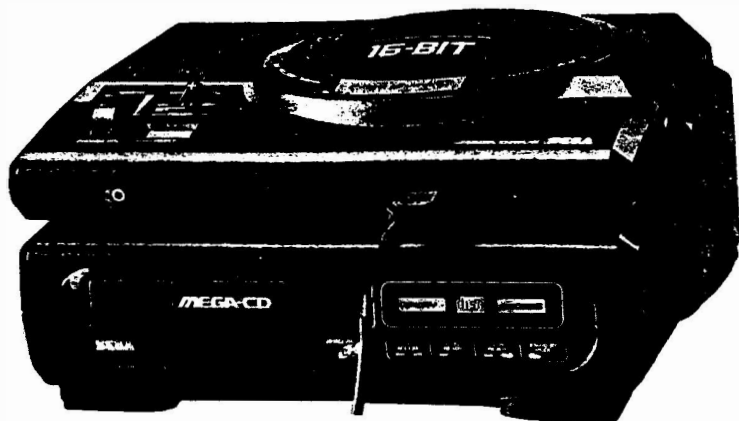
Be a Rebel!

Get yourself a imported PC Engine

You know it makes sense!

The Importers Union

HARDWARE EXTRA



SEGA'S MEGA-CD !

MEGA-CD

SEGA'S MEGA-CD have some extra features that makes it more powerful than most CD-Rom players. The amazing unit features it's own CPU - a MC68000 running at an incredible 12.5 Mhz (faster than the CPU in the main Megadrive machine!). It has 6megabit of RAM for any use (Program, picture data, sound data, etc..), 512kbits for pCM wave-form data, 128kbit for CD-Rom data, 64kbit for backup data. ROM: 1Mbit for BIOS and CD player program. Sound: Stereo PCM 8 channels sampling frequency max at 32kHz. Average Access Time: 1 seond. Graphics Functions: 2-axes rotation, magnification & reduction (The Super Famicom's rotation function has only 1 axis, though Pilot Wings contains a

special chip for 2-axes rotation). The Mega-CD will cost around 50,000 yens.

Sega and Victor (JVC) announced thier cooperation in both A V and a amusement area. The first product of this tie-up is an all-in-one system of Megadrive and CD-Rom Drive, priced around 100,000 yens. The rumour has that, it has a direct sound output from CD drive, providing better quality than Megadrive + CD-Rom drive.

PC Engine LCD-TV

Latest NEC development is the PC Engine LCD-TV... a cross between a normal PC Engine and the portable GT. The new machine is the size of PC Engine, but has a flip-top lid that doubles up as a flat screen colour Liquid Crystal Display screen. It has all sockets of a normal engine, so you can attach it to a normal TV and other harward devices like the CD-Rom. As it's a port-

software, and not to mention, compatible with all PC Engine hardware add-ons. The price, well, considering the cost of the GT which is well over priced, this machine should cost even more! It could even retail for around 100,000 yen!! More on this when we get more news on it.

Nintendo - Philips?

Sony?

As Nintendo goes along with Philips instead of Sony to produce a CD-Rom for their Super Famicom, it's very clear that Sony will be in a great disadvantage about their machine, since no company (other than Sony itself) would supply software for their

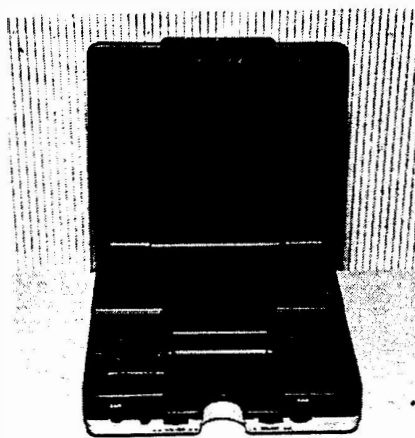


THE POSSIBLE PHILIPS/NINTENDO CD-ROM SET-UP !

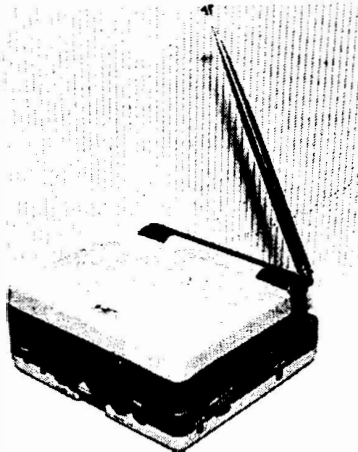
able, it has it's own battery slots, and the controller (pad and buttons) are on top of the machine, so there's no need to attach a pad to the machine... so it's totally portable. It also has a built-in TV tuner, so you can watch TV aswell. This is certainly the best portable device... small and compact, can be used as a portable or used with a normal TV for home use, colour display and vast range of software as it's compatible with all PC Engine

machine, as the Philip's system won't be compatible with it.

It's rumoured that Sun Electronics (which has nothing to do with Sun Microsystems) has paid around one million dollars for the rights of Lemmings. Nintendo also got into competition but had withdrawn as Psygnosis asked such a steep price for the game. Currently, the 8meg Super Famicom conversion of the game is looking well awesome. If I am not mistaken, the game also features some different levels that aren't on the Amiga version, so will be quite a challenge it you've completed the original computer game.



THE NEW NEC PORTABLE !





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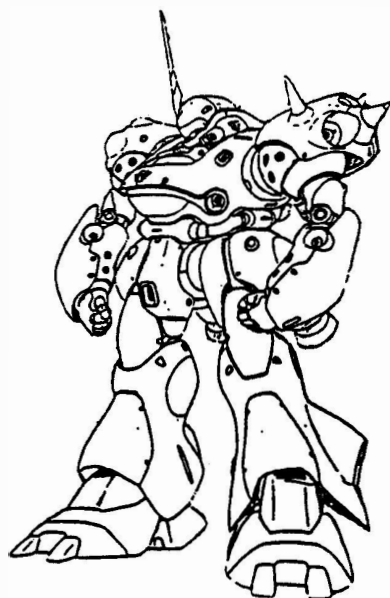
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MISC:

WITH the trendy carrying case for the Lynx, you can now get a trendy white/Grey carrying case for the gameboy from the makers of the Light Boy. The case, called the GB-Box is foamed inside to house your Gameboy, Light Boy, cartridges, extra battery case, spare batteries, and link lead. How much for this - 3,300 yen.

NEO GEO: At long last a number of new Neo Geo games have appeared for the power house inc. Ghost Fighter, King of the Monsters, etc. (Contact Console Concepts....) However, two new games have appeared in coin-op format... they are The Last Countdown, and 2020 Super baseball. The former is a two player trivia game with some arcade action.. as it's in

japanese. 2020 on the other hand is a real corker of a base ball game with futuristic graphics and fabulous animation sequences. Ral neat! I suppose this game won't appear for the home Neo until a few month later.



CHARTS!

THE U.K. CHARTS

* MEGADRIVE

1. Sonic the Hedgehog
2. Wardner
3. Zero Wing
4. Bonanza Bros.
5. PGA Tour Golf
6. Lakers vs Celtics
7. Fire Mustang
8. Air Buster
9. Abrams M1 Battle Tank
10. Bimini Run

* PC ENGINE

1. Legend of Hero Tonma
2. Final Match Tennis
3. Adventure Island (III)
4. Pang (CD-Rom)
5. Power Eleven
6. Parasol Stars
7. Jackie Chan
8. MotoRader II
9. Ray Xanber II (CD-Rom)
10. Hellfire (CD-Rom)

Above compiled by Console Concepts (0782 712759). Thanx.

THE U.S. CHART

* Consoles

1. Super Mario Bros. III (NES)
2. Gameboy with Tetris
3. Tetris (GB)
4. F1 Race (GB)
5. Snake Rattle & Rolls (GB)
6. Dr. Mario (NES)
7. T.M.N.T. Arcade Version(N)
8. Super Mario Land (GB)
9. All Star Challenge (NES)
10. Hunt for Red October (NES)

THE JAP CHART

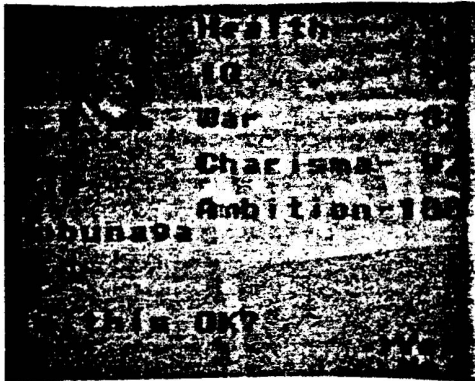
* Consoles

1. Simcity (SF)
2. Super Mario World (SF)
3. Eden (or whatever...) (SF)
4. Ultraman (SF)
5. War Simulator (GB)
6. SD GARMS (GB)
7. Super Mario Land (GB)
8. Super Pro. Baseball (SF)
9. Tetris (GB)
10. Dr. Mario (GB)

Here are some short reviews of some games I didn't have time to review in full.

Nobunaga's Ambition
Gameboy by Koei
Thanx to Console Concepts

Koei have been producing Strategy War games for the Famicom for ages, and this latest for the gameboy is another Strategy war game



based in the Middle East of times of great Emperors, Samurai's, ninjas etc...

You take part as one Emperor of a choose Daimyo (plot of land)... there are 16 to choose from, and your objective is to keep the Daimyo running smoothly, increasing production and population, build a vast army, take over other Daimyo, and try not to get killed! To do this, you

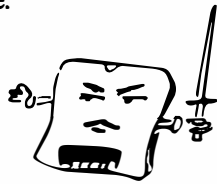


have to sort out how to use gold raised... do you use it to improve land and it's surrounding, hire men for your army, trade for rice or arms, send ninjas to assassinate some one, train your army, make alliance with other Daimyo or even marry into it, or go into battle against another enemy army. I have to say I did find the game very confusing with so many options... and I could never get enough gold to produce a big enough or powerful

enough army to wipe out a opposition... each time I attacked an army, my army died in a matter of seconds.

Graphics and sound are not very stunning, but as it's more strategy, it doesn't need it, but well presented.

Overall, I didn't get on with the game, and only pure strategic fans should apply.... I prefer a more simplified war game like Nectaris on the engine.



Final Fight
Super Famicom by Capcom

Ok. It's an old game, but I never got round to reviewing it have I. So here goes. I wasn't a fan of the coin-op as it was ruddy difficult and didn't appeal to me very much. However, the conversion is near perfect with only very minor things missing, namely the third character, Guy (he's a puff anyway), the two player sim. action (hence

it's a bit more easier) and the industrial level.

As you know the coin-op, ...through the hordes of enemy



..... walk through the tough streets, fight your way through the hordes of enemy thugs, punk girls, bald fatties, knife throwing wierdos, etc.. by punching them, kicking, flying and drop kicks, etc..

What makes the game is it's varied opponents to deck and coming from all sides. Aswell as

Adventure Island
PC Engine by Hudson
Thanx to Console Concepts

Oops!! Yep! I seem to have missed this in the last issue. Anyway, if any of you have played the Sega Master System version called Dragon Trap, then it's just like that. Personally, I didn't find the game too hot, but if you liked Wonderboy II then Adv. Island should appeal to you, as it's the same sort of game as you wonder around chopping at nasty but cute creatures. However, instead of Wonderboy, you are transformed into a dragon first... and there are more items for



you to use like bow and arrows, tornadoes, fireballs, etc.... Graphics and sound are just like the master system version... good but not fab. Worth getting!!

3D Golf Simulation
Super Famicom by T&E Soft

If you want a Golf game, then this one is terrific as it gives a 3D view of things, and features ace graphics... brilliantly defined trees, and sky with clouds, plus the distinctive sand traps, etc. Playing the ball is quite simple too... just move your direction, choose your club, then determine the strength plus spin of the ball and away it goes. Unfortunately, one thing that makes it short of the best golf simulator is it's speed of update, which is terribly slow. This wouldn't be too bad if you move from one location to another, but get right up your nose when it has to redraw the screen if you

wish to turn round a few degrees.

Overall, 3D Golf Sim. is certainly miles better than Hole in One on the SF, and if you can stand the long waits for updates of the screen, then well worth getting. However, if you also have a MD, then go for EA's brilliant PGA

Tour Golf which gets my vote as the better golf game... it certainly a lot faster!

AUDIO/VIDEO

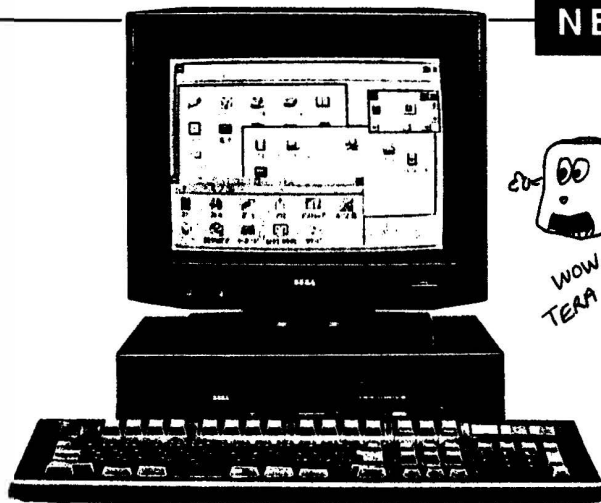
On the audio Music CDs available, latest from Namco is Rolling Thunder 2 from the coin-op, Double Dragon 3 & The Comba Tribes, Final Fantasy IV, and Dragon Quest arranged version. The latter two are also available on cassette tape for 2,000 and 2,400 yens. Latest from Konami is Parodius, at a higher price of 3,000 yens.

As a first from the US company, Atari Games have also launched a CD music disc called 'That's Atari Music', featuring some of the best (?) music from their coin-op hits including Marble Madness. If you want it, it'll cost you 2,500 yens.

Video wise, you can get a copy of Street Fighter II - The World Warriors for 5,800 yens!

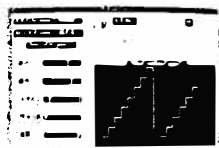
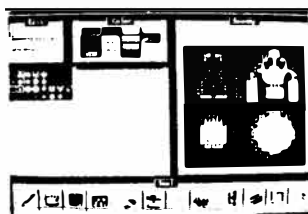
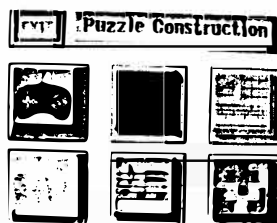
The TeraDrive

More news on Sega's dual IBM PC/Megadrive machine is that it includes a Megadrive programming aid. This includes a suite of pro-



grams including Rule editor, Parts editor, Background editor, sound editor, and graphic editor. This suite of programs is like shoot'em up construction kit, as you can design sprites, and other graphics, put together backdrops, construct music themes and knock up sound effect, design how parts interact with others, and so forth. With this, you can create your own Megadrive games (or other types of programs) save them to disk and load them back into your machine or other Teradrives. And with the

TERADRIVE: RIGHT - THE MAIN MENU OPTION.
BELOW: THE GRAPHIC EDITOR.
BOTTOM RIGHT: THE SOUND EDITOR.

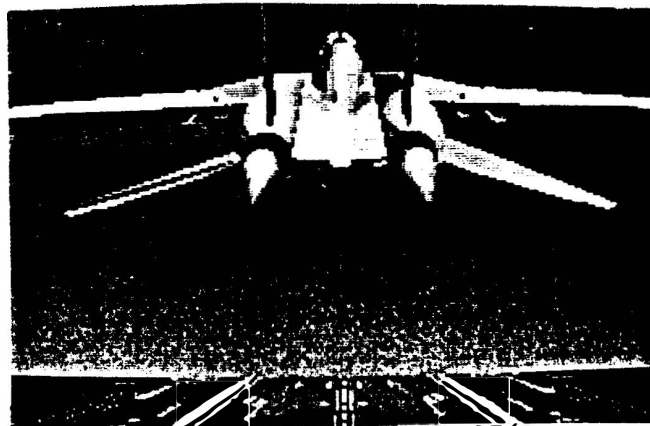


NEXT ISSUE ETC

over the back, top and over the normal screen, and gives a 2.5" screen.

G-LOC 2?

Just when you think the only game for the R-360 is for use with G-LOC, Sega have come up with the sequel - Strike Fighter. Basically, the game looks very much like the original, but with better and more complex graphics, with more ground details and targets for you to blast... so flying low is crucial. And for the kiddies, there's a wicked



G-LOC 2: STRIKE FIGHTER... TAKE-OFF!

Megadrive modem, more public domain, share ware, etc... programs should be available for normal megadrives!! When will the Tera be available? August! Prices again starts at 148,000 yens.

MISC:

Well, it had to come didn't it. There's the the Wideboy and Lightboy for the Gameboy, and there's the sun visor for the Lynx, and now there's a magnifying glass gadget for the Game Gear. This attaches to the back of the GG, and loops

aeroplane game, set in a fat 'Jimbo'-like sit in cabinet.

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PC Engine games to swap. Shinobi, Powerdrift, Legendary Axe, Dragon Spirit. Wanted desperately: F1-Circus, anything else considered. Tel: 0253 43561 anytime.

NEXT ISSUE

Next issue, we'll have the low down on Super Famicom gadgets to come out from Japan... not only the joypads, but the joysticks.. in all their wierdo and wonderful looks, and turbo fire connections. Check it out.

* Mega games reviews: including the awesome Super R-Type for the S.F., Raiden Trad (MD), Street Smart (MD), Final Soldier (PC), Thunder Fox (MD), Castlevania II (GB), UN Squadron (SF), PC Kid II (PC), Spriggan (PC), Marvel Land (MD), and lots, lots, more.

* What's to come from the US especially for the Megadrive

* Even more Tips, cheats, and Hints

* The utter most latest in console news both in hardware and software
....and much to much to mention.

Don't miss it!!

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